

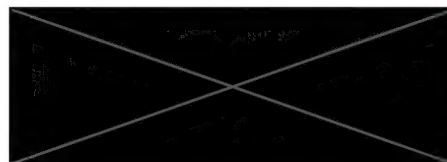


Nintendo of America Inc.
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Redmond, WA 98052 U.S.A.

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NEWS RELEASE

FOR IMMEDIATE RELEASE



NINTENDO GAMECUBE AND GAME BOY ADVANCE TO REINVENT VIDEO GAMEPLAY FOR 21st CENTURY

**NINTENDO GAMECUBE Delivers Exclusive, Innovative Gameplay
and Ease of Development on November 5, 2001**

LOS ANGELES, May 16, 2001 – The world's most successful video game manufacturer today unleashed its all-new home video game console, NINTENDO GAMECUBE™, designed from the ground up to deliver on legendary game developer Shigeru Miyamoto's vision of innovation and creativity.

A dedicated gameplay system, NINTENDO GAMECUBE launches in North America on November 5, 2001, with a library of five Nintendo titles, delivering all-new forms of interactive fun for players and offering the easiest development environment to date for game creators. Through its compatibility with Game Boy® Advance, which launches in the United States on June 11, NINTENDO GAMECUBE paves the way for entirely new forms of gameplay in the 21st century.

"In first thinking about NINTENDO GAMECUBE three years ago, we envisioned a system that would allow us to create entertainment which would surpass the common definitions of video gameplay," says Mr. Miyamoto, the world's foremost video game designer and head of all Nintendo software development. "The engineers have given us just that – a machine that not only excels today, but will continue to break boundaries for years to come."

-MORE-

NINTENDO GAMECUBE

2-2-2-2

Key NINTENDO GAMECUBE titles unveiled by Nintendo at the Electronic Entertainment Expo (E³) include *Luigi's Mansion*[™], featuring Mario's younger brother chasing ghosts in a mysterious haunted house; *Super Smash Bros.® Melee*, a frantic fun-fest featuring all-time favorite Nintendo characters in stunning detail; and *Pikmin*[™], a ground-breaking life simulation action-strategy game from Mr. Miyamoto; as well as more than 12 additional titles that play exclusively on NINTENDO GAMECUBE. Designed to optimize the gameplay experience, the system features the best technology in each field including the main memory and embedded memory, both with very low latency enabled by 1T-SRAM technology, a proprietary optical disc and a wireless Wavebird controller.

Additional exclusive NINTENDO GAMECUBE titles under development include: *Animal Forest*[™], *Disney's Mickey for NINTENDO GAMECUBE*, *Donkey Kong® Racing*, *Eternal Darkness*[™], *Kameo*[™]: *Elements of Power*[™], *The Legend of Zelda®*, *Mario Kart® for NINTENDO GAMECUBE*, *Metroid Prime*[™], *NBA Courtside 2002*, *Raven Blade*, *Star Fox® Adventures: Dinosaur Planet*[™] and *Wave Race® Blue Storm*. In addition, early third party titles will come from a wide range of the world's top independent developers, including LucasArts, Electronic Arts and others.

NINTENDO GAMECUBE offers an unprecedented number of controller options. The controller incorporates new design elements from Mr. Miyamoto. A wireless controller, the Wavebird, allows RF connections up to 30 feet away. And in future games, the Game Boy Advance unit itself will be used as a discrete controller for NINTENDO GAMECUBE. In addition, a wide range of peripheral devices (each sold separately) will further enhance the NINTENDO GAMECUBE experience. They include a memory card, containing 4 megabits of flash memory; SD-Memory card adapter; 56Kbps V. 90 modem adapter; future broadband adapter; and digital video cable.

-MORE-

NINTENDO GAMECUBE

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"At the heart of the Nintendo difference, we have the best development team lead by Mr. Miyamoto and an unrivaled number of superior partner companies around the world whose game designers and engineers are working exclusively for Nintendo," says Peter Main, executive vice president, sales and marketing, Nintendo of America Inc. "Together, we will deliver on our promise – a dedication to innovation, the highest in game quality, and our heritage of creating the most loved franchise characters in the universe."

The NINTENDO GAMECUBE was designed to work with Game Boy Advance, Nintendo's 32-bit revolutionary all-new version of the best-selling Game Boy video game system, which has sold more than 110 million systems since its release in 1989. With a new horizontal orientation and dual shoulder buttons, Game Boy Advance boosts the screen size by 50 percent and displays 500 times as many on-screen colors as Game Boy® Color. The system features high-resolution graphics on its 2.9" color LCD screen, supports four-player gameplay and has the ability to play virtually all Game Boy and Game Boy Color games.

Game Boy Advance arrives June 11 with an MSRP of \$99.95, while new game software will retail for between \$29.95 and \$39.95. Nintendo expects to ship 24 million Game Boy Advance systems worldwide in the first year.

NINTENDO GAMECUBE is scheduled to launch in Japan on September 14, 2001, and in Europe in early 2002.

As the worldwide leader and innovator in the creation of interactive entertainment, Nintendo Co. Ltd., of Kyoto, Japan, manufactures and markets hardware and software for its popular home video game systems. The systems include Game Boy, Nintendo® 64, Game Boy Advance and the upcoming NINTENDO GAMECUBE™. Since the release of its first home video game system in 1985, Nintendo has sold more than 1.4 billion video games worldwide, creating enduring industry icons such as Mario™ and Donkey Kong® and launching such franchises as Zelda™ and Pokémon®. As a wholly owned subsidiary, Nintendo of America Inc., based in Redmond, Wash., serves as headquarters for Nintendo's operations in the Western Hemisphere.

For more information about NINTENDO GAMECUBE, Game Boy Advance or any other Nintendo product, visit the company's Web site, www.nintendo.com.

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NINTENDO OF AMERICA VIRTUAL PRESS ROOM

The Nintendo Virtual Press Room is a password-protected Web site dedicated to providing the latest resource materials from Nintendo to media professionals in the United States. This site is designed to complement the information on our public Web site (www.nintendo.com). On the password-protected site, you will find product updates, downloadable high-resolution images of Nintendo products, Nintendo media relations contact lists and access to other pertinent information. The Nintendo Virtual Press Room can be found online at:

www.nintendo.com/media

Hot news items are posted regularly, with all content organized into the following sections:

- **Press releases:** All press materials are posted by date of distribution
- **Events:** Alerts media of upcoming events, includes summaries and photos
- **Market data:** Provides updated sales numbers on Nintendo hardware and software
- **Artwork/video:** Images for current and upcoming Nintendo games are easily downloadable
- **Product info:** Details on all the upcoming games and accessories for NINTENDO GAMECUBE, Game Boy Advance, Game Boy Color and Nintendo 64

-MORE-

NINTENDO VIRTUAL PRESS ROOM

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Until May 31, media attending the Electronic Entertainment Expo (E³) can access the Nintendo Virtual Press Room without restrictions.

To acquire a permanent password to the Virtual Press Room after May 31, please contact the appropriate Nintendo representative from the list below:

United States:

Golin/Harris:



Nintendo of America:

Corporate Communications

(425) 882-2040

If you are non-U.S. media, please contact your subsidiary or appropriate agency contacts:

Australia:

Nintendo of Australia



Canada:

GCI Group:

Nintendo of Canada:



Europe

Cake Media:



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Latin America:

The Jeffrey Group:

Nintendo of America:



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Nintendo of America Contact:
Golin/Harris International



Olympus Optical Co., Ltd. Contact:
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POKÉMON CARD-E-READER FACT SHEET

- Nintendo is currently developing a product – tentatively named “Pokémon Card-e-Reader” – that will link the new Game Boy Advance system with the immensely popular Pokémon Trading Card Game (TCG).
- The “Card-e-Reader” device will be used to read barcodes found on new versions of the Pokémon TCG cards, known as “Card-e” cards, which contain the specially coded data for the “Card-e-Reader” as well as the information traditionally printed on the cards.
- With the “Card-e” and “Card-e-Reader” technology, extensive information about game rules as well as the characteristics and the function of each card will be read from the card and displayed on the Game Boy Advance screen, making it possible for the players to learn the game as they play along.
- The barcodes on each “Card-e” card can contain up to 2,064 bytes of text, image and sound data on the longer side and 1,296 bytes on the shorter side. With this capacity, a short game program can easily be stored on a card.
- The new technology creates innovative gameplay experiences that could not have been possible with conventional cards. A player can either enjoy the game alone or prepare for a match by building his or her own strategies.
- These state-of-the-art cards also can be used in traditional TCG plays, just like existing cards.
- The Pokémon TCG, which spearheaded the recent trading card game craze in Japan, has become an international phenomenon supported by ardent fans. More than 2 billion Pokémon Trading Card Game cards have been sold in Japan alone.
- “Card-e-Reader” and “Card-e” products are being developed under a partnership with Olympus Optical Co., Ltd.

#



NEWS RELEASE

FOR IMMEDIATE RELEASE

CONTACTS:
GOLIN/HARRIS



NINTENDO UNVEILS NEW JEWEL WITH *POKÉMON CRYSTAL*

**New Pokémon Game Lets Players Choose a Female Character for the First Time
and Enjoy New Animated Battle Sequences**

LOS ANGELES, May 16, 2001 – The latest gem in the Pokémon® world is about to be revealed with the July 30 launch of *Pokémon Crystal* for Game Boy® Color. *Pokémon Crystal* is a special edition of *Pokémon Gold* and *Silver*, the two biggest-selling video game titles in 2000, offering numerous enhancements and new game-playing options, making Pokémon more exciting and intriguing than ever before.

The most significant change in *Pokémon Crystal* is the addition of a new female trainer, serving as the counterpart to the popular Ash. For the first time in Pokémon history, players will have the option of being a female main character in the Pokémon world. This new female trainer provides players with uniquely drawn maps and menus, as well as a different backpack containing her special gear.

“*Pokémon Crystal* is an extraordinary addition to the Pokémon lineup, which has evolved from a pop culture phenomenon into a stable and enduring entertainment franchise,” says Gail Tilden, Nintendo’s vice president, responsible for overseeing the Pokémon brand. “The release of every new Pokémon game becomes a landmark event for our players, and we expect *Pokémon Crystal* to become a priceless commodity among the legion of North American Poké-fans.”

-MORE-

POKÉMON CRYSTAL
2-2-2-2

Pokémon Crystal makes it easy to learn about characters and traverse the title's many worlds. To build players' knowledge about the characters, the all-new Pokédex contains exciting graphics and never-before-revealed information. The Pokédex can be sorted by number, evolution type or alphabetically. For easier navigation, a wooden-like sign will pop up at the bottom of the screen whenever a player changes routes or enters a city, telling the trainer where he or she is. The game also features improved graphics and battle sequences in which the Pokémon are animated to better illustrate the attack and create more dynamic action.

Pokémon Crystal also delves deeper into the mystery of the Unown. The millions of Pokémon fans who saw "Pokémon 3 The Movie" when it opened in North America on April 6 will be familiar with the story surrounding the Unown, and *Pokémon Crystal* will reward their interest by taking the mystery to the next level. The Unown puzzles also have been updated for a greater degree of excitement.

With *Pokémon Crystal*, players can swap the original 150 Pokémon characters between the *Pokémon Gold*, *Silver*, *Red*, *Blue* and *Yellow* versions in order to obtain the ultimate title – Pokémon Master. Highly experienced Pokémon also can be transferred into the *Pokémon Stadium 2* arena for more battle action.

Pokémon Crystal supports the Game Link® Cable, Infrared Port and N64® Transfer Pak™. It also is compatible with Game Boy Advance.

Developed by Nintendo, Game Freak and Creatures, and published by Nintendo of America Inc., *Pokémon Crystal* will debut in North America on July 30, 2001, with an MSRP of \$34.95.

The independent Entertainment Software Rating Board (ESRB) lists *Pokémon Crystal* "E" for "Everyone." For more information about the ESRB visit www.esrb.org.

-MORE-

POKÉMON CRYSTAL

3-3-3-3

As the worldwide leader and innovator in the creation of interactive entertainment, Nintendo Co. Ltd., of Kyoto, Japan, manufactures and markets hardware and software for its popular home video game systems. The systems include Game Boy, Nintendo® 64, Game Boy Advance and the upcoming NINTENDO GAMECUBE™. Since the release of its first home video game system in 1985, Nintendo has sold more than 1.4 billion video games worldwide, creating enduring industry icons such as Mario™ and Donkey Kong® and launching such franchises as Zelda™ and Pokémon®. As a wholly owned subsidiary, Nintendo of America Inc., based in Redmond, Wash., serves as headquarters for Nintendo's operations in the Western Hemisphere.

For more information about *Pokémon Crystal* or other Nintendo products, visit the company's Web site, www.nintendo.com, or the official Pokémon Web site at www.pokemon.com.

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CONTACT:
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POKÉMON FUN FACTS

Nintendo Video Games

- The Pokémon® franchise grossed more than \$3 billion in the United States in 2000, up 67 percent from the previous year. Worldwide, the Pokémon franchise has grossed more than \$14 billion since the original Japanese introduction in February 1996.
- Six of the 10 best-selling video game titles for all platforms in 2000 were Pokémon games. Pokémon games held five of the top 10 spots in 1999.
- More than 29.4 million Pokémon video games have sold to date in the United States, and more than 74 million units have sold worldwide.
- While overall video game industry sales were down 5 percent, Nintendo Pokémon video game sales were up 15 percent in 2000.
- In 2000, 14 million Pokémon video games sold in America, representing 11 percent of all U.S. game sales.
- More than 100,000 Pokémon Game Boy® games are sold each week.
- In October 2000, *Pokémon Gold* and *Silver* for Game Boy Color sold an astounding 1.4 million copies in one week, breaking industry sales records. The previous U.S. record holder, *Pokémon Yellow* for Game Boy, sold over 600,000 units in one week. *Pokémon Gold* and *Silver* went on to sell a combined 6.5 million copies since their release.
- The original *Pokémon Red*, *Blue* and *Yellow* video games for Game Boy have sold more than 14.5 million units combined to date in the United States alone.
- *Pokémon Stadium 2* for Nintendo® 64 launched and was the top-selling game in March 2001. It is the best-selling console title for 2001, with more than 400,000 units sold in its first three weeks.*

-MORE-

POKÉMON FUN FACTS

2-2-2-2

- The original *Pokémon Stadium* for Nintendo 64 was the top-selling game for home consoles in 2000, with more than two million units sold.
- The next Pokémon game, *Pokémon Crystal* for Game Boy Color, is scheduled to launch in North America on July 30, 2001.

Entertainment

- The U.S. debut of the animated feature-length film, "Pokémon: The First Movie," grossed more than \$52 million during its first week at the box office in November 1999 and \$85.7 million to date. At the time of release, this was the largest opening week in history for an animated feature film. To date, the movie has grossed more than \$165 million worldwide.
- "Pokémon The Movie 2000," also distributed by WB, hit 3,200 U.S. theaters on July 21, 2000. The second Pokémon feature film grossed \$20 million in its first weekend at the box office and made more than \$43.7 million in North America and \$150 million worldwide. The home video release has sold more than 2 million copies to date.
- The third Pokémon feature film, "Pokémon 3 The Movie," opened in Japan the week of July 10, 2000. In its first week, box office sales were 111 percent higher than for the second movie. The film opened in North America on April 6, 2001.
- "Pokémon: The Johto Journeys" has remained the highest-rated television program for kids ages 2 to 11 and boys ages 6 to 11 since its release on October 14, 2000. The Pokémon television series is number one for kids worldwide and is shown in 60 countries.
- The television series soundtrack, "2 B A Master," distributed by Koch Records, went gold, selling more than 500,000 units since its release. A second soundtrack, "Pokémon 3 The Ultimate Soundtrack," was released in April 2001.

Licensed Products

- Pokémon was named "License of the Year" by the Licensing Industry Association in June 2000.
- There are more than 800 licensees worldwide, excluding Asia, producing more than 31,000 individual licensed products. These include toy-makers Hasbro and Warner Bros. Studios, which produce more than 1,500 Pokémon-related products combined.
- Pokémon generated \$4.3 billion in worldwide retail sales, excluding Asia, for non-video game licensed merchandise and entertainment.
- In 2000, Pokémon licensed products represented 7 percent of toy industry dollars.*

-MORE-

POKÉMON FUN FACTS

3-3-3-3

- Wizards of the Coast sold 77 million Pokémon trading cards in 2000.
- Four All Nippon Airways planes are painted with Pokémon characters.
- Colgate Grip'Ems Pokémon toothbrushes, Welch's Jelly jars, General Mills fruit snacks and rolls and Good Humor ice cream bars are major household brands that offer products featuring Pokémon characters.
- In July 2000, KRAFT Macaroni and Cheese featuring Pokémon characters emerged as the best-selling licensed Mac and Cheese ever, outselling other versions featuring Rugrats and Blue's Clues.
- When they debuted in March 2000, Rexall/Sundown Pokémon Children's Vitamins outsold Flintstones Vitamins, a first in many years.

Online

- Pokémon was the number one search word in The Lycos 50 list for 1999. It remains among the top 10 as of May 2001.
- The Pokémon Web site (www.pokemon.com) generated 13.5 million page views and had 1.3 million unique visitors in April 2001.

*TRSTS independent sales data, NPD Group, the industry's leading independent retail tracking service.

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CONTACT:
GOLIN/HARRIS



POP CULTURE PHENOMENON TO CLASSIC ENTERTAINMENT FRANCHISE: *A Pokémon Timeline*

2001

July:

- *Pokémon® Crystal* will debut in North America for Game Boy® Color on July 30.

April:

- “Pokémon 3 The Movie” debuted in North America on April 6.
- Kellogg’s® launched new promotion featuring Pokémon on all sizes of Kellogg’s select cereal lines.
- “Pokémon 3 The Ultimate Soundtrack” album was launched.

March:

- Gold and Silver Limited Edition Game Boy Color debuted in North America on March 5, featuring a unique reflective gold and silver casing.
- *Pokémon Stadium 2™* for Nintendo 64 launched in North America on March 21.

2000

Holiday:

- Burger King and Pokémon teamed up to conduct a third promotion, featuring collectible Game Boy toys.

December:

- *Pokémon Puzzle Challenge* for Game Boy Color debuted in the United States on December 4.

November:

- *Hey You, Pikachu!™*, the first N64® game to use voice-recognition technology, launched in North America on November 6.

October:

- *Pokémon Gold and Silver* and *Pokémon Pikachu™ 2 GS*, the successor to the portable *Pokémon Pikachu™*, launched in North America on October 15.
- Pokémon Pikachu™ Nintendo® 64, a bright blue N64 unit that features a yellow Pikachu, debuted in North America on October 23.
- TV series based on the Gold and Silver world, “Pokémon: The Johto Journeys,” debuted on the Kids WB!

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POKÉMON TIMELINE

2-2-2-2

September:

- *Pokémon Stadium* champions from the United States, Australia, United Kingdom, Germany, France, Spain, Belgium and the Netherlands converged in Sydney, Australia for the three-day Pokémon 2000 World Championship, to crown the world's Ultimate Pokémon Master Trainer. In the end, the United Kingdom champion captured the title.
- *Pokémon Puzzle League* for N64 launched in North America.
- The Pokémon TV series began its fifth season on the Kids WB! and 40 new episodes based *Pokémon Gold* and *Silver* began in October.
- “Pokémon Live!,” the first Pokémon stage show, kicked off a North American tour at the world-famous Radio City Music Hall in New York.
- Six Chrysler PT Cruisers customized to resemble Lugia traveled to 32 cities across North America on the *Pokémon Gold* and *Silver* Adventure Tour.

Fall:

- WOTC introduced Gym Heroes I and Gym Heroes II sets of *Pokémon Trading Card Game*.
- American Greetings introduced a new design for its number-one selling party goods line to feature *Pokémon Gold* and *Silver* characters.
- Springs introduced a new design for its domestic line of bedding and linens.

August:

- Hasbro launched Pokémon Think Chip Figures with Pokémon Battle Stadium.

July:

- “Pokémon The Movie 2000,” the second Pokémon movie, debuted in North America.
- The third Pokémon feature film, “Pokémon 3 The Movie,” opened in Japan.
- Kellogg USA and Pokémon teamed up for a limited-edition cereal and Pop-Tarts summer promotion, and kicked off the first Kellogg's Pan-European promotion.
- The “Pokémon The Movie 2000” soundtrack from Atlantic Records was released in North America, featuring tracks by Donna Summer, Weird Al Yankovic and the B-52s.
- A Pokémon TV Variety Special aired on the WB network, featuring footage of the “Pokémon The Movie 2000” premiere and musical performances.
- Leading toy retailer FAO Schwarz established the first Pokémon Boutique in its prestigious Fifth Avenue New York store.

May:

- “Pokémon: The First Movie” launched throughout Europe and in the Middle East.

April:

- Nintendo launched *Pokémon Trading Card Game* for Game Boy in North America.
- WOTC introduced Team Rocket set of the Pokémon Trading Card Game.
- Kraft Singles Home Video promotion launched.
- Fashion designer Jerry Leigh introduced Pokémon clothing for major retail outlets including Target, WalMart and Kmart.

-MORE-

POKÉMON TIMELINE

3-3-3-3

- March:
- Nintendo launched *Pokémon Stadium* for N64 in North America.
 - “Pokémon: The First Movie” debuted on home video in North America.
 - Burger King “Second Chance to Catch ‘em All” promotion conducted.
- February:
- The *Pokémon 2000 Stadium Tour* visited 20 cities across the United States.

1999

- Holiday:
- Pokémon was the top-rated gift item for the holiday season in North America.
 - Nintendo and Burger King conducted a holiday Pokémon promotion.
- November:
- “Pokémon: The First Movie” debuted in North America, and Pokémon soundtrack CD was introduced.
 - *Pokémon Gold* and *Pokémon Silver* for Game Boy launched in Japan.
- October:
- *Pokémon Yellow Version: Special Pikachu Edition*, along with a limited-edition Pokémon Game Boy, was introduced in North America.
 - *Pokémon Red* and *Pokémon Blue* were introduced in Europe.
- September:
- Second season of Pokémon TV show launched in United States on the WB network.
- Summer:
- Nintendo stepped up anti-piracy efforts to curb the influx of counterfeit Pokémon products.
 - The second Pokémon movie debuted in Japan.
- July:
- *Pokémon Snap*™ for Nintendo 64 was introduced in North America.
 - A 20-market Pokémon League Summer Training Tour launched in the United States.
 - “2 B A Master” TV soundtrack was launched.
- June:
- *Pokémon Pinball* for Game Boy was introduced in North America.
- March:
- All Nippon Airlines (ANA) introduced Pokémon-decorated aircraft on select flights between Tokyo and the United States.

1998

- Holiday:
- Hasbro launched its Pokémon toy line in the United States.
 - Wizards of the Coast launched Strategy Card Game in the United States.
 - Nintendo and KFC conducted a nationwide Pokémon holiday promotion.
- November:
- *Pokémon Pikachu*, a pocket virtual pet, launched in North America.
- September:
- Pokémon TV show was introduced in North America in syndication.
 - *Pokémon Red* and *Pokémon Blue* Game Boy games were introduced in North America.

-MORE-

POKÉMON TIMELINE

4-4-4-4

- August: – Pokémon Web site, www.pokemon.com, launched worldwide.
- July: – First movie introduced in Japan: “Mewtwo Strikes Back™,” along with the short “Pikachu's Vacation™.”
- May: – Pokémon was unveiled for U.S. audiences at Electronic Entertainment Expo in Los Angeles.

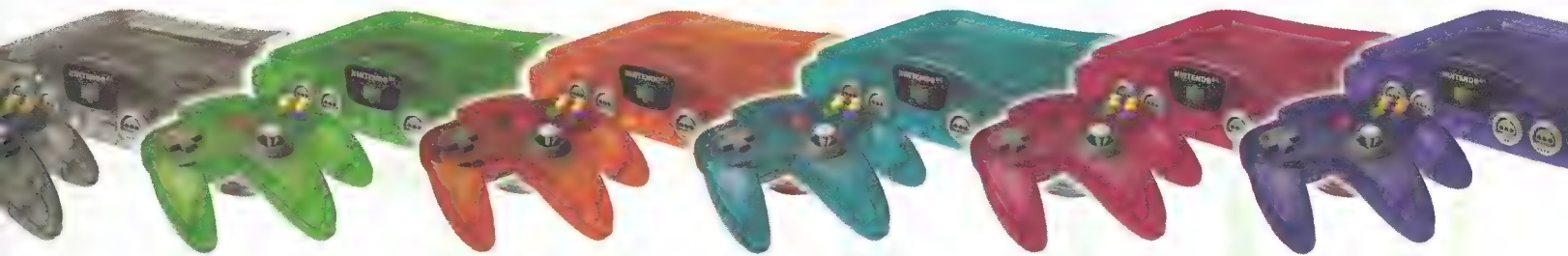
1997

- April: – Pokémon TV show was introduced in Japan.

1996

- November: – Pokémon Strategy Card Game was introduced in Japan.
- July: – Koro Koro Comics were introduced in Japan.
– *Pokémon Blue* for Game Boy launched in Japan.
- February: – *Pokémon Red* and *Pokémon Green* for Game Boy launched in Japan.

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News Release

FOR IMMEDIATE RELEASE

CONTACT:
GOLIN/HARRIS

NINTENDO® TAKES PARTYING TO THE NEXT LEVEL WITH *MARIO PARTY 3*™

**Latest Installment In Greatest Party-Game Franchise
Destined To Keep Gamers Up All Night**

REDMOND, Wash., May 7, 2001 – Cue the disco music, put on your party hat and bust out the noise makers because Nintendo is back with the third installment of the greatest party video game franchise of all time, *Mario Party 3* for Nintendo 64®. Featuring 70 all-new mini-games, *Mario Party 3* is "stay-up-all-night and order-a-couple-more-pizzas" fun for up to four players.

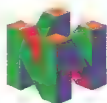
Developed by Hudson Soft, *Mario Party 3* will be published by Nintendo and is available for an MSRP of \$59.95.

Mario®, Luigi, Peach, Yoshi™, Wario™, Daisy and Donkey Kong® are among the all-star cast of Nintendo characters battling it out in a winner-takes-all romp to win possession of the Millennium Star, which has fallen in Princess Peach's courtyard. These familiar favorites are joined in the quest to collect the most stars and coins by new Nintendo characters such as Waluigi from *Mario Tennis*™.

"*Mario Party 3* is the best game yet in the *Mario Party*® franchise. It truly captures the competitive zeal and fun of four-player console gameplay," says Peter Main, Nintendo's executive vice president, sales and marketing. "With dozens of new mini-games, each uniquely appealing and wonderfully detailed, this game may set a record for the most fun packed into one cartridge."

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NINTENDO.64



MARIO PARTY 3

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Fans of the first two *Mario Party* games will be able to jump right into *Mario Party 3* as the basic gameplay still applies. One to four players compete to make their way around one of five all-new game boards and collect as many stars as possible.

Stars are earned based on performance in each of 70 new mini-games. For example, in the Jungle Race, it's a sprint to see who can make it from vine to vine the fastest. Mario's Party is a puzzle-type challenge for up to four players. Snowball Summit, Tidal Toss and Awful Tower are just a few more of the many different and challenging head-to-head competitions that will test players' speed, agility, concentration and timing.

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The independent Entertainment Software Rating Board (ESRB) rates *Mario Party 3* "E" for "Everyone." For more information about the ESRB visit www.esrb.org.

For more information about *Mario Party 3* visit Nintendo's web site, www.nintendo.com.

PRODUCT SUMMARY

MARIO PARTY 3

Party	One to Four Players, Simultaneous	MSRP: \$59.95	ESRB Rating: E	Available: May 7, 2001
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- *Mario Party 3* builds on the foundation set in the first two *Mario Party* games and turns the party up a notch with familiar Nintendo favorites battling it out to take possession of the coveted Millennium Star.
- Master more than 70 all-new mini games – all uniquely different and all fun.
 - Puzzle games, racing games, sports games and others will test players' speed, agility, concentration and timing.

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MARIO PARTY 3

3-3-3-3

- You know Donkey Kong would never miss a party, and neither would Luigi, Yoshi, Princess Peach or Wario – even Waluigi and Daisy from Mario Tennis make an appearance!
- Experience five all-new game boards like Deep Bloober Sea and Creepy Cavern, each filled with even more tricky tactics and silly surprises.
- Whether you're having a house party or a quiet night alone, multiple game play modes make *Mario Party 3* appropriate for any gathering.
 - An engrossing one-player story mode pits players against wily computer opponents.
 - New two-player duel maps are perfect for head-to-head competition.
 - Out of control four-player action makes *Mario Party 3* worthy of a place in the greatest party-game franchise of all time.

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NINTENDO POWER MAGAZINE/ NINTENDO POWER SOURCE

***Nintendo Power*[®] Magazine**

Nintendo Power helps you stay in the game and play like a pro, with exclusive insider updates for N64[®] and Game Boy[®] Color and the highly anticipated NINTENDO GAMECUBE and Game Boy Advance. Now in its 13th year, *Nintendo Power* is the premier source for previews, sneak peeks and ongoing coverage of the hottest titles on the market, along with the best codes, coolest tips and most in-depth gameplay strategies.

Nintendo Power Advance Magazine

Launching on June 1, 2001, *Nintendo Power Advance* is a new quarterly publication from Nintendo covering all the hottest first- and third-party games available for Game Boy Advance. Following *Nintendo Power*'s tradition of breaking down the most popular games and exposing all the goodies, the debut issue of *Nintendo Power Advance* will offer in-depth strategies on the Game Boy Advance titles, a detailed Buyer's Guide and a combination of many of the most popular features of *Nintendo Power* and the Player's Guides.

Nintendo Power Source (www.nintendo.com)

Nintendo Power staff is also the game brains behind Nintendo of America's official Web site at Nintendo.com. Recently re-designed with a sleek new look and feel, Nintendo.com is the ultimate online destination for gamers, providing a gateway to information on Nintendo's video game systems, including game reviews and unbeatable strategy hints. With improved search features and an intuitive, usable layout, the new Nintendo.com makes it easy for gamers to quickly locate the gameplay information they crave. A new members-only area for *Nintendo Power* subscribers provides even more in-depth game info for die-hard game fans. In addition to Nintendo.com, Nintendo Power also produces pokemon.com, the official Pokémon Web site for North America, as well as specialty sites on Nintendo's most popular games, like marioparty3.com, papermario.com and zelda.com.

-MORE-

NINTENDO POWER MAGAZINE/NINTENDO POWER SOURCE
2-2-2-2

The recently redesigned Game Boy site at gameboy.com focuses on Game Boy Advance and features full technical specs, a guide to the nationwide Advance Team tour and a 3-D demo of the Game Boy Advance hardware. Altogether, Nintendo Power-produced Web sites receive more than 60 million page views per month from more than 2 million unique visitors.

Nintendo Player's Guides

For players who want to learn everything there is to know about a specific Nintendo game, the Official Nintendo Player's Guides are THE source for information. The best maps, tips, tactics, secrets, strategies and tricks can be found only in the Player's Guides, which are created by the pros at *Nintendo Power*, ensuring that they're the most complete and reliable sources of gameplay information available. Player's Guides for the latest games as well as time-honored favorites are available at stores near you and online at Nintendo Power Source.

Camp Hyrule

Each summer, thousands of kids head to Camp Hyrule, Nintendo Power Source's virtual summer camp. Available free to online fans, Camp Hyrule provides a week-long, online high-tech summer camp, featuring interactive chats with video game counselors, arts and crafts activities and competitions. Last year, the popular event attracted more than 2,500 attendees. In August 2001, Camp Hyrule will return for the seventh year in a row.

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CONTACT:



NINTENDO OF AMERICA INC. 2001 CORPORATE PROFILE

As the worldwide leader and innovator in the creation of interactive entertainment, Nintendo Co. Ltd., of Kyoto, Japan, manufactures and markets hardware and software for its popular home video game systems. The systems include Game Boy®, Nintendo® 64, Game Boy® Advance and the upcoming NINTENDO GAMECUBE™.

Since the release of its first home video game system in 1985, Nintendo has sold more than 1.4 billion video games worldwide, creating enduring industry icons such as Mario™ and Donkey Kong® and launching such franchises as Zelda™ and Pokémon®. As a wholly owned subsidiary, Nintendo of America Inc., based in Redmond, Wash., serves as headquarters for Nintendo's operations in the Western Hemisphere.

VIDEO GAME PRODUCTS

- **NINTENDO GAMECUBE:** The ultimate video game console will define what a “next-generation” game machine should do. By focusing solely on enhancing gameplay, the compact NINTENDO GAMECUBE reaches the highest level of performance while improving the ease and productivity of software development. The NINTENDO GAMECUBE disc contains a total of 1.5 Gigabytes of capacity condensed into a three-inch disc, and offers unique anti-counterfeiting protection.
- **Game Boy Advance:** The new Game Boy Advance features a 32-bit RISC-CPU and a 2.9” color LCD screen that simultaneously displays up to 32,768 colors. With select multiplayer software titles, four Game Boy Advance units can be linked together using one cartridge, offering four-way gameplay using a single game cartridge. The unit also will act as a discrete controller for Nintendo’s upcoming NINTENDO GAMECUBE console. Game Boy Advance is compatible with software for Game Boy and Game Boy Color.
- **Nintendo 64:** First introduced in the United States in September 1996, the system delivers revolutionary 3-D interactive gameplay with complete 360-degree movement and adjustable camera perspectives. More than 272 titles are available for N64®, which has sold more than 30 million hardware units worldwide to date.

-MORE-

2001 CORPORATE PROFILE

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- **Game Boy:** Nintendo's Game Boy family of portable entertainment systems is the world's most popular video game system, with sales in excess of 110 million units worldwide. Nintendo commands a 99 percent of the U.S. handheld game market share. In 2000, Game Boy Color was the nation's top hardware seller, responsible for 47 percent of all hardware system sales. More than 450 software titles are available for Game Boy systems.
- **Pokémon:** Pokémon titles have become the world's hottest-selling games, generating sales of more than 29.4 million units in the United States since the franchise's launch in September 1998. *Pokémon Gold* and *Silver* games set a new sales record in 2000, selling a combined 1.4 million units in first week and 6.5 million copies to date. With approximately 800 licensees worldwide, excluding Asia, other Pokémon products include a popular toy line, the best-selling trading card game, three major motion pictures, home videos, and a multitude of licensed products.

NINTENDO OF AMERICA FAST FACTS

<i>Nintendo Power</i> [®] :	The Nintendo-dedicated monthly magazine reaches nearly 700,000 readers and is the leading publisher of video game player's guides for N64 and Game Boy Color.
<i>Nintendo Power</i> [®] <i>Advance</i> :	A new quarterly publication dedicated to the Game Boy Advance launches on June 1, 2001, covering the hottest first- and third-party games. The debut issue will offer in-depth strategies on the Game Boy Advance titles, a detailed Buyer's Guide and a combination of many of the most popular features of <i>Nintendo Power</i> and the Player's Guides.
<i>Nintendo Power</i> <i>Source</i> :	Nintendo's Web site, www.nintendo.com , offers up-to-the-minute information on Nintendo video games and activities. It also maintains the official Pokémon Web site, www.pokemon.com , one of the most popular kids' sites on the Internet.
<i>Nintendo Gateway</i> <i>System</i> [™] :	The latest in digital communications technology incorporates a special version of Nintendo 64 and the Super NES [®] Gateway Systems and is installed in more than 750,000 hotel rooms and 52,000 airline seats. A new product, "Gateway Game Boy," was introduced March 10, 2001, on Singapore Airlines.
<i>Licensing and</i> <i>Third-party Game</i> <i>Developers</i> :	Nintendo works with 450 third-party game developers and 65 U.S. publishers.

-MORE-

2001 CORPORATE PROFILE

3-3-3-3

Retail Outlets: Nintendo products are sold at more than 15,000 retail locations in the United States.

Nintendo/Starlight Fun Centers: More than 2,300 portable Nintendo entertainment centers featuring a VCR, TV monitor, Super NES or Nintendo 64, and video games are located in more than 650 hospitals in the United States.

Nintendo Employees: Washington State – 1,000; United States – 1,100; Worldwide – 3,000.

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GAME BOY ADVANCE



NEWS RELEASE

FOR IMMEDIATE RELEASE

CONTACTS:
GOLIN/HARRIS



PORTABLE VIDEO GAMEPLAY ADVANCES AT E³ WITH AMERICAN DEBUT OF GAME BOY ADVANCE

New Handheld System Arrives in U.S. on June 11 with Slate of 17 Titles, Further Expanding Nintendo's Dominance in Portable Game Market

LOS ANGELES, May 16, 2001 – On a plane, in a car, at the beach, with a friend...this summer, Nintendo's wildly anticipated Game Boy[®] Advance handheld system will be everywhere you are.

Game Boy Advance launched in Japan on March 21, 2001, selling 1.6 million units in its first five weeks. Unveiled during the May 2001 Electronic Entertainment Expo (E³) in Los Angeles, the new portable handheld launches nationwide June 11 with 17 new titles designed specifically to demonstrate its breakthrough performance, headlined by Nintendo icon Mario in *Super Mario[®] Advance* and the high-flying racing action of *F-ZERO[®]: Maximum Velocity*.

"Game Boy Advance redefines what a portable game system can be," says Peter Main, executive vice president, sales and marketing, Nintendo of America Inc. "While Game Boy Color remains the best-selling video game system in the world, achieving all-time sales records even 11 years after introduction, we expect the new Game Boy Advance to set new standards in both sales and gameplay excellence."

-MORE-



GAME BOY ADVANCE

2-2-2-2

Game Boy Advance will carry a manufacturer's suggested retail price of \$99.95, while new game software will retail for between \$29.95 and \$39.95. To date, 200,000 systems have been pre-sold in the United States. Nintendo expects to ship 24 million Game Boy Advance systems worldwide in the first year.

Game Boy Advance decisively breaks the existing boundaries for handheld video gameplay, boosting screen size by 50 percent. Game Boy Advance actually delivers a sharper picture than current 32-bit and 64-bit consoles playing on a 27-inch television.

Game Boy Advance displays more than 500 times as many on-screen colors and is several dozen times as powerful as Game Boy Color. It will enable previously impossible scaling, rotating and transparency effects.

Two new control buttons have been added to the original Game Boy configuration to allow for more complex and varied forms of gameplay. With select multi-player software titles, four Game Boy Advance units can be linked together by optional cables offering four-way gameplay with all four players using a single game cartridge. In addition, the unit itself is capable of being used as a discrete controller for the upcoming NINTENDO GAMECUBE console.

Super Mario Advance takes Mario to the next level with outstanding graphics and an audio track featuring brand-new character voices and enhanced stereo sound. Single-player Adventure mode offers the timeless gameplay of *Super Mario Bros. 2*[®], taking players on an incredible journey through seven sprawling worlds – 20 levels in all – to defeat the evil Wart. In the game's multi-player mode, up to four players can punch and jump their way to victory using a single game pak and Game Boy Advance Game Link[®] cables (sold separately).

F-ZERO: Maximum Velocity incorporates 20 all-new reality-defying racetracks, features five modes of play (Training, Grand Prix, Multi-Pak Link Play, Single-Pak Link Play and Championship) and four difficulty levels (Beginner, Standard, Expert and Master). Players initially compete in three racing series (Pawn, Knight and Bishop) and then can move to the Queen series for more adrenaline-fueled action. With bonus tracks and machines, and a customizable interface, *F-ZERO: Maximum Velocity* offers something for every racing fan.

-MORE-

GAME BOY ADVANCE

3-3-3-3

Other titles debuting with the system include: *Army Men® Advance* (3DO), *Pinobee: Wings of Adventure* (Activision), *Tony Hawk's Pro Skater 2* (Activision), *Super Dodge Ball Advance* (Atlus), *Fire Pro Wrestling* (BAM!), *Castlevania: Circle of the Moon* (Konami), *Konami Krazy Racers* (Konami), *Earthworm Jim* (Majesco), *Iridion 3-D* (Majesco), *Pitfall: The Mayan Adventure* (Majesco), *Ready 2 Rumble® Boxing: Round 2* (Midway), *Namco Museum* (Namco), *ChuChu Rocket!™* (Sega), *GT Advance Championship Racing* (THQ) and *Rayman Advance* (Ubi Soft).

Future Nintendo titles for Game Boy Advance include *Mario Kart® Advance* (temporary name), *Wario Land™ for Game Boy Advance* (temporary name), *Advance Wars* and *Donkey Kong® Coconut Crackers™* (temporary name). More than 60 exclusive Game Boy Advance titles are expected by Christmas, and virtually all games sold for previous Game Boy systems are compatible with the new hardware.

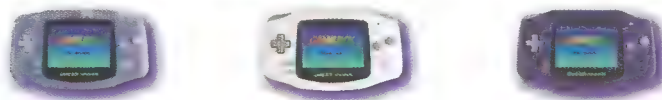
At launch, Game Boy Advance will be available in three colors: Arctic (white), Glacier (translucent blue), and Indigo (violet). A fourth color, Fuchsia, will be available on July 2, 2001.

As the worldwide leader and innovator in the creation of interactive entertainment, Nintendo Co. Ltd., of Kyoto, Japan, manufactures and markets hardware and software for its popular home video game systems. The systems include Game Boy, Nintendo® 64, Game Boy Advance and the upcoming NINTENDO GAMECUBE™. Since the release of its first home video game system in 1985, Nintendo has sold more than 1.4 billion video games worldwide, creating enduring industry icons such as Mario™ and Donkey Kong® and launching such franchises as Zelda™ and Pokémon®. As a wholly owned subsidiary, Nintendo of America Inc., based in Redmond, Wash., serves as headquarters for Nintendo's operations in the Western Hemisphere.

For more information about Game Boy Advance or any other Nintendo product visit the company's Web sites, www.nintendo.com or www.gameboy.com.

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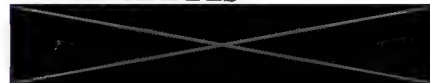
GAME BOY ADVANCE



NEWS RELEASE

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CONTACTS:
GOLIN/HARRIS



DOUBLE YOUR MARIO FUN WITH *SUPER MARIO ADVANCE*

Lights, Camera, Prepare for Action as Mario Makes His Game Boy Advance Debut at E³

LOS ANGELES, May 16, 2001 – Nintendo's leading man is back for more brick-breaking, turtle-tackling action when *Super Mario[®] Advance* debuts on Game Boy[®] Advance on June 11. The game will feature an all-new multi-player mode that allows up to four players to compete using only one Game Pak.

Developed and published by Nintendo of America Inc., *Super Mario Advance* takes Mario to the next level with outstanding graphics and an audio track featuring brand-new character voices and enhanced stereo sound. In addition, players can see more of Mario in a handheld game than ever before, because Game Boy Advance boosts screen size by 50 percent over Game Boy[®] Color.

Single-player Adventure mode offers the timeless gameplay of *Super Mario Bros. 2[®]*, letting users play as Mario, Luigi, Princess Peach or Toad on an incredible journey through seven sprawling worlds – 20 levels in all – to defeat the evil Wart. Plus, players can battle against the computer in classic *Mario Bros.[®]* action, available on a handheld system for the first time.

"Mario is an icon in our industry and it is fitting that he headlines the launch of this innovative portable video game system," says Peter Main, executive vice president, sales and marketing, Nintendo of America Inc. "After selling more than 110 million Game Boy systems, some people thought handheld video games just couldn't get any better, but this new Game Boy Advance adventure opens up brand new worlds of portable gameplay."

-MORE-



SUPER MARIO ADVANCE

2-2-2-2

Players can compete with friends in the multi-player mode, where up to four players can punch and jump their way to victory using a single game pak and Game Boy Advance Game Link® cables (sold separately). The two-player *Mario Bros.* playfield features a newly added trash can where players can dump opponents. The game also offers super-powered action with special bonuses, warps and power-ups.

Super Mario Advance has an MSRP of \$29.95.

The independent Entertainment Software Rating Board (ESRB) has rated *Super Mario Advance* as "E" for "Everyone." For more information about the ESRB visit www.esrb.org.

Nintendo's 32-bit Game Boy Advance is the revolutionary all-new version of the best-selling Game Boy video game system, which has sold more than 110 million systems since its release in 1989. With a new horizontal orientation and dual shoulder buttons, Game Boy Advance boosts the screen size by 50 percent and displays 500 times as many on-screen colors as Game Boy Color. The system features high-resolution graphics on its 2.9" color LCD screen, supports four-player gameplay and has the ability to play virtually all Game Boy and Game Boy Color games.

As the worldwide leader and innovator in the creation of interactive entertainment, Nintendo Co. Ltd., of Kyoto, Japan, manufactures and markets hardware and software for its popular home video game systems. The systems include Game Boy, Nintendo® 64, Game Boy Advance and the upcoming NINTENDO GAMECUBE™. Since the release of its first home video game system in 1985, Nintendo has sold more than 1.4 billion video games worldwide, creating enduring industry icons such as Mario™ and Donkey Kong® and launching such franchises as Zelda™ and Pokémon®. As a wholly owned subsidiary, Nintendo of America Inc., based in Redmond, Wash., serves as headquarters for Nintendo's operations in the Western Hemisphere.

For more information about *Super Mario Advance* or any other Nintendo product, visit the company's Web site, www.nintendo.com or www.gameboy.com.

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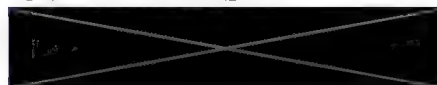
GAME BOY ADVANCE



NEWS RELEASE

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CONTACTS:
GOLIN/HARRIS



***F-ZERO: MAXIMUM VELOCITY* RACES TO GAME BOY ADVANCE WITH FUTURISTIC THRILLS**

***F-ZERO: Maximum Velocity* Revs Up For Next-Gen**

LOS ANGELES, May 16, 2001 – Boredom will be left in the dust when players get their hands on *F-ZERO®: Maximum Velocity* for Game Boy® Advance on June 11.

The *F-ZERO* series of futuristic racing games has been reinvented and revitalized for Game Boy Advance by taking full advantage of the system's high-resolution 2.9" color LCD screen. *F-ZERO: Maximum Velocity* incorporates 20 all-new, reality-defying racetracks, features five modes of play (Training, Grand Prix, Multi-Pak Link Play, Single-Pak Link Play and Championship) and contains four difficulty levels. In the Single-Pak Link mode, up to four players can play with a single cartridge, making it easier than ever before for friends to share the excitement of *F-ZERO*.

"*F-ZERO: Maximum Velocity* pushes the Game Boy Advance to its max with dizzying speed and action," says Peter Main, executive vice president, sales and marketing, Nintendo of America Inc. "The same experience gamers could once only get with their home consoles is now available anytime, anywhere."

-MORE-

Nintendo®

4820 150TH AVENUE N.E., REDMOND, WA 98052 U.S.A.

F-ZERO: MAXIMUM VELOCITY

2-2-2-2

Players initially compete in futuristic rocket-powered vehicles in three racing series (Pawn, Knight and Bishop). To move to a new level, players must finish in the top three by the last lap. If successful, they can move to the Queen series for more adrenaline-fueled action but they must look out for powerslides, jumps and forks in the road while picking the best way to make it through each track. With bonus tracks and machines and a customizable interface, *F-ZERO: Maximum Velocity* offers something for every racing fan.

The independent Entertainment Software Rating Board (ESRB) has rated *F-ZERO: Maximum Velocity* as "E" for "Everyone." For more information about the ESRB visit www.esrb.org.

F-ZERO: Maximum Velocity has an MSRP of \$29.95.

Nintendo's 32-bit Game Boy Advance is the revolutionary all-new version of the best-selling Game Boy video game system, which has sold more than 110 million systems since its release in 1989. With a new horizontal orientation and dual shoulder buttons, Game Boy Advance boosts the screen size by 50 percent and displays 500 times as many on-screen colors as Game Boy Color. The system features high-resolution graphics on its 2.9" color LCD screen, supports four-player gameplay and has the ability to play virtually all Game Boy and Game Boy Color games.

As the worldwide leader and innovator in the creation of interactive entertainment, Nintendo Co. Ltd., of Kyoto, Japan, manufactures and markets hardware and software for its popular home video game systems. The systems include Game Boy, Nintendo® 64, Game Boy Advance and the upcoming NINTENDO GAMECUBE™. Since the release of its first home video game system in 1985, Nintendo has sold more than 1.4 billion video games worldwide, creating enduring industry icons such as Mario™ and Donkey Kong® and launching such franchises as Zelda™ and Pokémon®. As a wholly owned subsidiary, Nintendo of America Inc., based in Redmond, Wash., serves as headquarters for Nintendo's operations in the Western Hemisphere.

For more information about *F-ZERO: Maximum Velocity* or any other Nintendo product, visit the company's Web site, www.nintendo.com or www.gameboy.com.

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GAME BOY ADVANCE



CONTACTS:
GOLIN/HARRIS



2001 GAME BOY ADVANCE PRODUCT LIBRARY FACT SHEET

The following Nintendo® Game Boy® Advance titles are scheduled for release in 2001, showcasing the system's revolutionary gameplay features and on-screen appearance. This new software demonstrates the unmatched versatility of Game Boy Advance in portable entertainment and affirms Nintendo's dominance in the handheld video game category for more than 11 years.

SUPER MARIO® ADVANCE

Action/Adventure	One to Four Players Simultaneous	MSRP: \$29.95	ESRB Rating: E	Available: June 11, 2001
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- Leap to the next level of portable gameplay as Nintendo's leading man, Mario, stars in a super-fun adventure with dynamic scrolling backgrounds and crisp graphics.
- Get two games in one!
 - Savor the new Game Boy Advance rendition of *Super Mario Bros. 2*® where users can play as Mario, Luigi, Princess Peach or Toad to journey through seven sprawling worlds – 20 levels in all – to defeat the evil Wart.
 - Battle against the computer for classic *Mario Bros.*® action, available on a handheld system for the first time
- Compete against real-life opponents in an all-new multi-player mode allowing up to four players to compete with four game systems* and only one game pak.
- Enjoy super-powered action with special bonuses, warps and power-ups.
- Use the newly added "trash can" in the two-player *Mario Bros.* playfield to "dump" opponents.
- Extend play with a save capability for up to three games.
- Listen to an audio track featuring brand-new character voices and enhanced stereo sound.

* Requires Game Boy Advance Game Link® cable (sold separately)

-MORE-



GAME BOY ADVANCE PRODUCT LIBRARY
2-2-2-2

F-ZERO®: MAXIMUM VELOCITY

Racing	One to Four Players	MSRP: \$29.95	ESRB Rating: E	Available: June 11, 2001
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- Get your fix of pedal-to-the-metal racing action with this reinvention of the F-Zero series of challenging, futuristic racing games that employs crisp, dynamic game graphics and detailed backgrounds.
- Pick your jaw up off the floor after viewing the *F-ZERO: Maximum Velocity* Mode-7, 3-D graphics, providing an illusion of speed that has never been seen in portable play.
- Compete in three racing series: Pawn, Knight and Bishop; then advance to the Queen series for even more adrenaline-fueled action.
- Race in five different modes of play:
 - Training, in which drivers practice their skills to improve lap times.
 - Grand Prix, which pits drivers against computer-controlled opponents.
 - Multi-Pak Link Play* for up to four opponents using up to four game paks.
 - Single-Pak Link Play* for up to four opponents using a single game pak.
 - Championship, in which players race against the computer and track performance in a new Replay mode.
- Experience 20 all-new reality-defying racetracks with a selection of high-performance racing machines and difficulty levels including Beginner, Standard, Expert and Master.
- "Lean" into high-powered turns using new shoulder buttons.
- Unlock bonus tracks and machines for additional gameplay options.
- Customize the interface with six available control pre-sets.

* Requires Game Boy Advance Game Link® cable (sold separately)

MARIO KART® ADVANCE (temporary name)

Racing	One to Four Players	MSRP: \$29.95	ESRB Rating: RP (Pending)	Available: Aug. 27, 2001
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- Say hello to old friends Mario, Luigi, Princess Peach, Wario, Yoshi, Donkey Kong, Toad and Bowser from the original kart racing game, now available for Game Boy Advance.
- Hit the accelerator and carefully wind your way through 20 new tracks and many other hidden courses.
- Perfect your skills by racing against the computer, then test your steering prowess by going up against friends, since *Mario Kart Advance*'s multi-player capabilities can handle up to four players at a time.*
- Enjoy full-screen racing action – even in multi-player mode!
- Marvel at detailed backgrounds with multiple scrolling planes that move in perspective when players take a turn.
- Intensify the action by shifting into Battle Mode.
- Show no mercy to opponents by using familiar weapons such as red and green koopa shells and the dreaded spiked shell to take them out of your way.
- Collect coins as you race to build up speed and survive collisions.

* Requires Game Boy Advance Game Link® cable (sold separately)

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GAME BOY ADVANCE PRODUCT LIBRARY
3-3-3-3

ADVANCE WARS™

Strategy	One to Four Players	MSRP: TBD	ESRB Rating: RP (Pending)	Available: Sept. 10, 2001
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- Rally the troops as war-time strategy comes to the Game Boy Advance with a deep, intriguing battle simulation game.
- Drive back enemy forces that have crossed your borders in a series of tougher and tougher battles.
- Battle through the immersive storyline of Campaign Mode, learn the ins and outs of battle in Field Training, pass your Game Boy Advance around in Versus Mode, or go head-to-head with up to three of your buddies in Link Mode.*
- Blast the enemy with missiles and mortar shells, and smash them with tanks!
- Develop the optimum strategy based on unit deployment, terrain, climate, firepower, available funds and more.
- Conquer more than 100 maps provided, then make your own and wage war on soil you've created.

* Requires Game Boy Advance Game Link® cable (sold separately)

GOLDEN SUN™

Role-Playing/ Adventure	One to Four Players	MSRP: TBD	ESRB Rating: RP (Pending)	Available: October 2001
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- Experience the magic of this exciting role-playing game for Game Boy Advance.
- Delve deep into a new world of wonder and excitement with the dawning of the *Golden Sun* series.
- Embark on a quest to recover a powerful artifact that was stolen from your secluded village and now threatens the world with absolute destruction.
- Rely on psychic powers, magical spells and the lost art of alchemy to undo the evil that has befallen the land.
- Gather the four elements – fire, water, wind and earth – and use them in different combinations to master new, more complex spells.
- Make the game even more exciting with four-player action.*

* Requires Game Boy Advance Game Link® cable (sold separately)

DONKEY KONG® COCONUT CRACKERS™

Puzzle	One to Four Players	MSRP: TBD	ESRB Rating: RP (Pending)	Available: November 2001
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- Go ape with the return of everyone's favorite primate in his very first puzzle game.
- Take control of Donkey Kong's coconuts as he drops them onto the game board, where they break open and fill the squares with colored paint. Create rectangles and squares with paint of the same color to score points.

-MORE-

GAME BOY ADVANCE PRODUCT LIBRARY
4-4-4-4

- Watch out for the devious Kremling as he invades the game board, intent on shrinking the playing area and forcing DK from his homeland. Creating shapes with the paint will enlist the help of Donkey's jungle buddies, who will attack the Kremling and drive him back.
- Monkey around with a whole barrel-full of playing modes, including an adventure across Kong Island, head-to-head battles with boss Kremlings and a series of testing challenges set by the ever grouchy Cranky Kong.
- Challenge your friends to a coconut-crazy showdown to find out just who is king of the jungle.
- Developed exclusively for Game Boy Advance by Rare.

* Requires Game Boy Advance Game Link® cable (sold separately)

WARIO LAND™ FOR GAME BOY ADVANCE (temporary name)

Action	One Player	MSRP: TBD	ESRB Rating: RP (Pending)	Available: November 2001
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- Test your wits in the biggest Wario Land adventure yet!
- See Wario in all his punching, rolling and pounding glory with the awesome graphics capabilities of Game Boy Advance.
- Step up to new challenges as Wario, no longer immortal, fights to survive the traps and hazards inside the legendary Golden Pyramid, disregarding the terrible curse placed on its treasures.
- Make your way through nearly 20 sprawling stages.
- Get your mitts on mounds of treasure, then spend it wisely on all-new items to use against the baddest of the baddies.

BANJO-KAZOOIE®: GRUNTY'S REVENGE™

Adventure	One Player	MSRP: TBD	ESRB Rating: RP (Pending)	Available: 2002
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- The intrepid bear and bird are back for their third adventure, but this time on Game Boy Advance.
- Defeated by the backpacking duo in their first *Banjo-Kazooie* encounter, this game tells the tale of what might have happened if the evil witch Gruntilda hadn't been rescued by her scheming sisters in *Banjo-Tooie™*.
- Explore colorful new worlds and meet the locals. Their welcome is usually far from friendly, but Mumbo Jumbo the shaman is at hand to even the odds with a bag full of brand new transformations.
- It's Jiggies and Jinjos once again, but there are plenty of new puzzles and games to challenge and tease Banjo veterans and first timers alike.
- Master all of the classic Banjo moves – including the Beak Buster, Talon Trot and Wonderwing – as you battle your way through for a showdown with the warty witch.
- Developed exclusively for Game Boy Advance by Rare.

* Requires Game Boy Advance Game Link® cable (sold separately)

-MORE-

GAME BOY ADVANCE PRODUCT LIBRARY

5-5-5-5

DIDDY KONG® PILOT

Racing, Tilt	One to Four Players	MSRP: TBD	ESRB Rating: RP (Pending)	Available: 2002
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- It's chocks away with Diddy Kong and crew! Choose your pilot from a squadron of courageous Kongs and crafty Kremlings, each with their own distinctive flying machines.
- Take to the skies and race around the 3D courses, diving low over sandy beaches and climbing high above bubbling lava on your way to the checkered flag and victory.
- Taxi your way through the wide variety of play modes available, including a classic time trial and involving stories for each character – where you have to complete a series of varied scenarios and then face off against a boss in a one-on-one duel.
- Lift off with three of your friends for exciting multiplayer action.* There's no bailing out as you compete in tournaments to be squadron leader or blast each other out of the sky in frantic dogfight battles.
- Experience a unique airborne sensation with Tilt Technology – where you actually have to tilt the Game Boy Advance to maneuver your plane.
- Developed exclusively for Game Boy Advance by Rare.

* Requires Game Boy Advance Game Link® cable (sold separately)

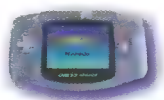
SABREWULF™

Adventure/Puzzle	One to Four Players	MSRP: TBD	ESRB Rating: RP (Pending)	Available: 2002
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- Lace up your boots and pull on some khakis as one of gaming's oldest rivalries is set to be continued.
- Take on the role of the legendary explorer Sabreman, who is back in the jungle to cross sabres with the blue-furred wolf known as Sabrewulf. Sabrewulf has stolen all the land's valuables to fund the animal enslaving plans of his mysterious master.
- Explore Sabreman's world to obtain creatures to help in your quest before venturing into Sabrewulf's lairs to confront the wolf. Inside his lairs you'll find innovative puzzle-platform levels where you must use the creatures you have collected to overcome the many tricks, traps and enemies that stand between you and the stolen valuables.
- The player can collect a wide range of creatures with unique abilities, but only a limited number can be taken into each level. Deciding which ones to use and where will be essential if Sabreman is ever to reach the wolf and his prize.
- But your troubles continue even once the valuables are retrieved, as you'll need to run as fast as the elderly explorer's legs will carry you back through the level to the safety of your tent, chased all the way by a very angry Sabrewulf.
- Developed exclusively for Game Boy Advance by Rare.

#

GAME BOY ADVANCE



CONTACTS:
GOLIN/HARRIS



GAME BOY ADVANCE FACT SHEET

Listed below are the specifications for Nintendo's next-generation handheld system.

U.S. Availability:	June 11, 2001
Production Volume:	24 million worldwide in first year
Suggested Retail Price:	\$99.95
CPU:	32-bit RISC-CPU with embedded memory
LCD Screen:	2.9" Reflective TFT Color LCD
Display Size:	1.61" x 2.41"
Resolution:	240 x 160 pixels
Color:	Simultaneously displays up to 32,768 colors
Size:	Approximate Height 3.23" / Width 5.69" / Depth 0.96"
Weight:	Approximately 4.94 oz
Power Supply:	2 AA Alkaline batteries
Battery Life:	15 hours continuous play

Additional Facts:

- Packing a 32-bit processor, Game Boy® Advance runs several dozen times faster and displays more than 500 times as many on-screen colors as Game Boy Color.
- The 2.9" LCD screen delivers a sharper picture than current 32-bit and 64-bit consoles playing on a 27" television.

-MORE-



GAME BOY ADVANCE

2-2-2-2

- Two new shoulder control buttons allow for more complex and varied gameplay.
- With select multi-player software titles, four Game Boy Advance units can be linked together using one cartridge, offering four-way gameplay using a single game cartridge.
- The Game Boy Advance sound chip provides both stereo and Dolby Surround effects through the headphone jack.
- Game Boy Advance is backwards compatible with virtually all software for Game Boy and Game Boy Color.
- Three colors will be available at launch: Indigo (violet), Glacier (translucent blue), and Arctic (white). Fuchsia (translucent pink) will be available July 2001.
- The unit will also act as a discrete controller for Nintendo's upcoming NINTENDO GAMECUBE console.
- Seventeen software titles will be available at launch with 60 titles expected by the 2001 holiday season. Software will retail between \$29.95 and \$39.95.

#

GAME BOY ADVANCE



CONTACT:
GOLIN/HARRIS
Julia Roether (213) 623-4200

GAME BOY ADVANCE FREQUENTLY ASKED QUESTIONS

1. What is Game Boy Advance?

Nintendo's 32-bit Game Boy Advance is the revolutionary all-new version of the best-selling Game Boy video game system, which has sold more than 110 million systems since its release in 1989. With a new horizontal orientation and dual shoulder buttons, Game Boy Advance boosts the screen size by 50 percent and displays more than 500 times as many on-screen colors as Game Boy Color. The system features high-resolution graphics on its 2.9-inch color LCD screen, supports four-player gameplay and has the ability to play virtually all Game Boy and Game Boy Color games. Game Boy Advance has been designed to work in conjunction with NINTENDO GAMECUBE in the future.

2. How powerful is Game Boy Advance?

With Game Boy Advance's 32-bit RISC CPU, the system is several dozen times more powerful than Game Boy Color, capable of producing high-resolution, console-quality graphics on the compact portable video game system, equal to high-definition TV.

3. What are the display capabilities of Game Boy Advance?

Game Boy Advance is capable of simultaneously displaying up to 32,768 colors on its 2.9-inch reflective TFT color LCD screen – a display 50 percent larger than that of Game Boy Color. With a resolution of 240 by 160 pixels and crisp detailed graphics displaying more than 38,000 pixels on a wide-screen, Game Boy Advance boasts the best graphic resolution of any portable video game system.

-MORE-



GAME BOY ADVANCE FAQ

2-2-2-2

4. *Is Game Boy Advance similar in design to the original Game Boy and Game Boy Color?*

Although the system stays true to the rich heritage of Game Boy, the system has been completely re-designed. With its new horizontal orientation, larger LCD screen and improved control interface – now with new shoulder buttons – Game Boy Advance has re-invented handheld gameplay for the ultimate in portable fun.

5. *How much will the system and games cost?*

Game Boy Advance will carry a manufacturer's suggested retail price of \$99.95. Software titles will retail in the range of \$29.95 to \$39.95.

6. *What colors is the system available in at launch?*

Game Boy Advance will launch in three different colors: Indigo (violet), Glacier (translucent blue) and Arctic (white). Fuchsia (translucent pink) will be available on July 2, 2001.

7. *What is the battery life of the system?*

With a power supply of 2 AA batteries, Game Boy Advance allows for up to 15 hours of continuous play.

8. *Can Game Boy Advance play multi-player games?*

Yes. Using a Game Boy Advance link cable (sold separately), up to four Game Boy Advance systems can be linked up for head-to-head action in multi-player compatible games. Some multi-player games are capable of basic multi-player features using a single "host" game pak (one pak, four players), while other games will offer enhanced options by using a game pak in each system (four paks, four players).

9. *Can I play my Game Boy and Game Boy Color games on Game Boy Advance?*

Absolutely. Game Boy Advance is backwards compatible with virtually all of the Game Boy and Game Boy Color titles.

-MORE-

GAME BOY ADVANCE FAQ

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10. Can I play Game Boy Advance games on my Game Boy or Game Boy Color?

No. Due to the advanced technology of Game Boy Advance software, these next-generation games are incompatible with previous Game Boy systems and can damage your system if used incorrectly.

11. Is Game Boy Advance compatible with Game Boy Camera?

Yes; however, images will still be captured in black and white.

12. When will Game Boy Advance be available at a store near me?

Game Boy Advance launched in Japan on March 21, 2001, and debuts in North America on June 11, 2001.

13. What games will be available at launch?

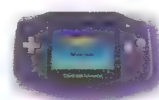
Nintendo will be introducing *Super Mario Advance*[®], the revolutionary new next-gen title in the legendary Super Mario Bros.[®] series, and the fast-paced futuristic racing game *F-ZERO*[®]: *Maximum Velocity* with Game Boy Advance. In addition, a broad range of third-party games will be available at launch including *Tony Hawk's Pro Skater 2*, *Chu Chu Rocket!* and *Rayman Advance*. In all, more than 60 exclusive Game Boy Advance titles are expected in time for the 2001 holiday season, developed and published by companies such as Activision, Konami, 3DO, Namco and more.

14. How much does Nintendo plan to spend to market Game Boy Advance?

Nintendo has budgeted \$75 million in marketing support for Game Boy Advance in 2001.

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GAME BOY ADVANCE



NEWS RELEASE

FOR IMMEDIATE RELEASE

CONTACTS:
GOLIN/HARRIS



NINTENDO'S ADVANCE TEAM OFFERS FIRST LOOK AT NEW GAME BOY ADVANCE AT E³ 2001

**First "Human Interactives" Demonstrate Nintendo's Next-Generation
Handheld Video Game System**

LOS ANGELES, May 16, 2001 – Game Boy[®] Advance makes its life-altering intentions known this week with the Advance Team, an elite task force hitting the streets this summer to let consumers experience the system's awe-inspiring capabilities for the first time. By letting people preview the outstanding gameplay available on Game Boy Advance, the Advance Team will turn everyday situations into extraordinary events.

Each of the Advance Team's 10 members will wear specially designed Advance Gear outfits containing six Game Boy Advance systems attached with tethers. These "human interactives" allow multiple consumers to simultaneously sample the system anytime, anywhere – from a street corner, on a playground, in a movie line or on a Ferris wheel.

The Advance Team will make its first appearance at the Los Angeles Convention Center during this year's annual Electronic Entertainment Expo (E³), giving attendees the opportunity to experience Game Boy Advance for the first time. The Advance Team will then travel on a 12-city summer tour to promote the new system.

The Advance Team is a key element of Nintendo's "Life Advanced" marketing campaign, designed around the concept that Game Boy Advance turns the ordinary into the extraordinary.

-MORE-



GAME BOY ADVANCE TEAM

2-2-2-2

"Everyone realizes life is advancing at an incredible pace," says Peter Main, executive vice president, sales and marketing, Nintendo of America Inc. "But for true game lovers, nothing matches the leap from Game Boy Color to Game Boy Advance. It's console gameplay right in the palm of your hand."

Between May and August, the head-turning and eye-catching Advance Team will travel across country, targeting events and festivals in 12 markets. The tour will visit each market for 3-4 days, setting up high profile events within each city. Acting as human interactives, 10 Game Boy Advance Team members will be stationed throughout the event, offering consumers a one-on-one experience to sample the new Game Boy Advance. In addition to the main events, Game Boy Advance teams will roam each city in specially branded Game Boy Advance vehicles, visiting smaller venues and events. On site activities include a Nintendo Bucks-Booth, allowing kids to grab swirling Nintendo bucks and cash them in for a variety of Nintendo and Game Boy Advance prizes.

The Advance Team will visit popular destinations in the following cities:

- Washington, DC – May 26-28
- Philadelphia – June 1-3
- Boston – June 7-9
- New York – June 15-17
- Atlanta – June 22-24
- Chicago – June 29-July 1
- Minneapolis – July 4-6
- Dallas – July 13-15
- Los Angeles – July 21-23
- San Diego – July 27-29
- Seattle – August 4-6
- San Francisco – August 10-12

Stay tuned to www.gameboy.com for schedule specifics, updates and photos from the tour.

The Game Boy Advance system will carry a manufacturer's suggested retail price of \$99.95, while new game software will retail for between \$29.95 and \$39.95.

-MORE-

GAME BOY ADVANCE TEAM

3-3-3-3

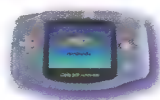
Nintendo's 32-bit Game Boy Advance is the revolutionary all-new version of the best-selling Game Boy video game system, which has sold more than 110 million systems since its release in 1989. With a new horizontal orientation and dual shoulder buttons, Game Boy Advance boosts the screen size by 50 percent and displays 500 times as many on-screen colors as Game Boy Color. The system features high-resolution graphics on its 2.9" color LCD screen, supports four-player gameplay, and has the ability to play virtually all Game Boy and Game Boy Color games.

As the worldwide leader and innovator in the creation of interactive entertainment, Nintendo Co. Ltd., of Kyoto, Japan, manufactures and markets hardware and software for its popular home video game systems. The systems include Game Boy, Nintendo® 64, Game Boy Advance and the upcoming NINTENDO GAMECUBE™. Since the release of its first home video game system in 1985, Nintendo has sold more than 1.4 billion video games worldwide, creating enduring industry icons such as Mario™ and Donkey Kong® and launching such franchises as Zelda™ and Pokémon®. As a wholly owned subsidiary, Nintendo of America Inc., based in Redmond, Wash., serves as headquarters for Nintendo's operations in the Western Hemisphere.

For more information about Game Boy Advance or any other Nintendo product, visit the company's Web sites, www.nintendo.com or www.gameboy.com.

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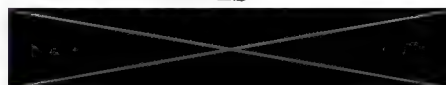
GAME BOY ADVANCE



NEWS RELEASE

FOR IMMEDIATE RELEASE

CONTACTS:
GOLIN/HARRIS



INTRODUCING LIFE ADVANCED: NEW GAME BOY® ADVANCE BRINGS FUN TO LIFE'S MUNDANE MOMENTS

**Multi-Media Advertising and Promotional Campaigns Poised
To Help Reinvent World's Best-Selling Video Game System**

REDMOND, Wash., April 12, 2001 – Life is about to advance for video game players everywhere -- not once, but every time they turn on Nintendo's new Game Boy Advance.

As Americans eagerly await the June 11 launch, their already-piqued curiosity will be heightened to a fever pitch through an extensive marketing campaign that encourages people to enjoy "Life Advanced."

The Game Boy franchise is known for transforming dull experiences such as travel or waiting in line into hours of fun. With Nintendo's all-new handheld Game Boy Advance, the excitement level skyrockets as everyday life becomes more thrilling. The "Life Advanced" campaign will communicate to consumers that Game Boy Advance is the perfect antidote to boredom.

"Our aggressive marketing campaign for Game Boy Advance is designed to communicate the message that Game Boy Advance transforms downtime into playtime," says Peter Main, executive vice president, sales and marketing, Nintendo of America Inc. "There is incredible anticipation for this system and by the time it launches, consumers will be ready to live 'Advanced' in the place where fantasy and reality collide."

-MORE-

Nintendo®

4820 150TH AVENUE N.E., REDMOND, WA 98052 U.S.A.

GAME BOY ADVANCE MARKETING
2-2-2-2

Media Campaign Advanced

The heart of the multi-media "Life Advanced" campaign will be three exciting 30-second television spots, focusing first on the Game Boy Advance hardware, next on the new *Super Mario® Advance* game, and finally on the library of launch titles. The television spots will begin airing April 30 in conjunction with the kick-off of in-store pre-sell efforts.

Other advertising elements include consumer print ads debuting in June and July issues of high-profile magazines; airport dioramas in 11 top markets nationwide, beginning in May; dioramas in 90 malls in June and July; backlit dioramas in high schools and junior highs nationwide, beginning in May, combined with ads on the in-school television network, Channel One; and Internet ads, email campaigns and billboards beginning in May.

Sampling Tour Advanced

Helping to blur the line between fantasy and reality will be Nintendo's head-turning Advance Team: "human interactives" set to launch at this year's annual Electronic Entertainment Expo (E³). The Advance Team, gameplay experts decked out in specially designed jumpsuits featuring actual Game Boy Advance systems, will keep tens of thousands of thumbs twitching throughout the summer. Consumers will have the opportunity for personalized, hands-on Game Boy Advance sampling at high-traffic venues in 12 key markets from May through August.

Promotions Advanced

The marketing plans also include value-added promotions, such as a *Sports Illustrated For Kids* promotion, entitled "Road Trip 2001" that will bring Game Boy Advance sampling opportunities to kids in 20-30 markets via an 18-wheel truck and a promotion with DC comics.

Consumer tie-in promotions include: Oscar Mayer® Lunchables® promotion, Frito Lay Back-to-School featuring packaging and POS exposure, Wrigley's Juicy Fruit "Gotta Have Sweet" promotion, and other promotions throughout the summer.

-MORE-

GAME BOY ADVANCE

3-3-3-3

Point of Sale Advanced

At retail, the excitement will build via new Game Boy Advance interactives, which will be placed in approximately 6,000 stores by launch. Shoppers can expect to see a full complement of point-of-purchase and merchandising support incorporating the "Life Advanced" theme.

Nintendo will spend over \$25 million on marketing activities to promote the Game Boy Advance launch, and approximately \$75 million total by year-end. The campaign will primarily target the 9- to 17-year-old market.

The Game Boy Advance system will carry a manufacturer's suggested retail price of \$99.95, while new game software will retail for between \$29.95 and \$39.95. Game Boy Advance will be available in three colors at launch: Arctic (white), Glacier (translucent blue) and Indigo (violet). Fuchsia (translucent pink) will be available July 2001.

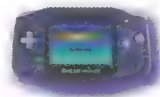
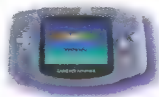
Nintendo's 32-bit Game Boy Advance is the revolutionary all-new version of its best-selling portable video game system, Game Boy. Selling more than 110 million systems and 405 million games since its launch in 1989, the Game Boy family of handheld video game systems is acknowledged as the most popular video game platform in history. With a new horizontal orientation and dual shoulder buttons, the compact Game Boy Advance features high-resolution graphics on a 2.9" full-color LCD screen – 50 percent larger than that of Game Boy Color, and supports four-player multi-player gaming and other innovative gameplay. The system also has the ability to play the entire library of existing Game Boy and Game Boy Color titles.

As the worldwide leader and innovator in the creation of interactive entertainment, Nintendo Co. Ltd., of Kyoto, Japan, manufactures and markets hardware and software for its popular home video game systems. The systems include Game Boy, Nintendo® 64, Game Boy Advance and the upcoming NINTENDO GAMECUBE™. Since the release of its first home video game system in 1985, Nintendo has sold more than 1.4 billion video games worldwide, creating enduring industry icons such as Mario™ and Donkey Kong® and launching such franchises as Zelda™ and Pokémon®. As a wholly owned subsidiary, Nintendo of America Inc., based in Redmond, Wash., serves as headquarters for Nintendo's operations in the Western Hemisphere.

For more information about Game Boy Advance or any other Nintendo product, visit the company's Web sites, www.nintendo.com or www.gameboy.com.

#

GAME BOY ADVANCE



CONTACTS:
GOLIN/HARRIS



GAME BOY TIMELINE

2001

- Game Boy® Advance debuts in Japan on March 21 and sells 1.6 million units within first five weeks. The North American launch is scheduled for June 11, 2001, and is headlined by Nintendo's *Super Mario® Advance* and *F-ZERO®: Maximum Velocity*.
- The next-generation hand-held system offers players a 50 percent larger screen than the Game Boy Color, and is capable of simultaneously displaying up to 32,768 colors. The system also features a 32-bit RISC CPU, new horizontal orientation with shoulder buttons, high-resolution graphics, enhanced audio and four-way gameplay. Game Boy Advance also is compatible with the existing library of Game Boy and Game Boy Color software.
- Nintendo ships more than 405 million software units worldwide for the Game Boy family.
- Nintendo releases *Kirby Tilt 'N' Tumble™*, the first-ever Game Boy Color game pak with an innovative built-in motion-sensor "tilt" control so players can physically control Kirby's onscreen action simply by tilting the Game Boy system.
- Game Boy Color starts off the year as the best-selling video game system, out-selling all other hardware systems.

2000

- Nintendo ships its 100 millionth Game Boy system. Since its launch, Game Boy has sold continuously worldwide at an average rate of 1,000 systems per hour. Game Boy systems account for more than 95 percent of the global portable video game market.
- The N64 Transfer Pak™, packaged with *Pokémon Stadium™* for the Nintendo® 64, allows players for the first time to transfer characters and data from the *Pokémon® Blue, Red and Yellow* Game Boy games, as well as exchange information from Game Boy Color games like *Mario Golf™* and *Mario Tennis™* directly to the Nintendo 64.
- Game Boy Color accounts for 47 percent of total retail hardware sales and is responsible for 23 percent of video game industry revenue for the year.

-MORE-



GAME BOY TIMELINE

2-2-2-2

1999

- Due to the popularity of Pokémon games introduced in the United States in 1998, Nintendo releases a limited-edition Pokémon® Game Boy Color hardware bundle for the *Pokémon® Yellow Version: Special Pikachu Edition*. The game sells more than 3.8 million units in less than six months.
- Game Boy Color hardware sales increase 142 percent during the year, while software sales increase 153 percent.
- Nintendo unveils a new line of Game Boy Color casings, now available in Berry, Kiwi, Dandelion and Teal.

1998

- Nintendo introduces *Pokémon® Pinball*, the first Game Boy game pak with a revolutionary built-in “rumble” feature that causes the entire Game Boy unit to shake.
- Nintendo introduces Game Boy® Camera, a device that allows gamers to snap digital pictures with Game Boy, as well as print photo stickers with the new Game Boy® Printer.
- Game Boy enthusiasts get a real splash of color as Nintendo introduces Game Boy Color. Available in Grape and Atomic Purple color casings, this addition to the Game Boy family allows Game Boy games to be played on a full-color screen for the first time.

1997

- *Play It Loud* and new limited-edition colors brighten the range of sleek Game Boy pocket systems.

1996

- Game Boy shrinks in size as the slim, new Game Boy® pocket is released. Game Boy pocket is 30 percent smaller than the original Game Boy and features a new LCD screen for improved clarity in gameplay.

1995

- Nintendo introduces the successful *Play It Loud™* Game Boy series with black, red, green, yellow and clear casings.

1994

- The Super Game Boy® adapter for the Super Nintendo Entertainment System® is released, allowing fans to play all Game Boy games in color on their TV screen.

1989

- Nintendo of America Inc. introduces Game Boy®, the portable, hand-held game system with interchangeable game paks. Small but powerful, Game Boy becomes the most popular video game platform in history.

#



CONTACTS:
GOLIN/HARRIS



2001 GAME BOY COLOR PRODUCT LIBRARY FACT SHEET

The following list features key Nintendo® Game Boy® Color products scheduled for release in 2001, including exclusive new software that highlights the system's proprietary color technology. These new products demonstrate the unmatched versatility of Game Boy systems in portable entertainment and continued dominance in the handheld video game category.

POKÉMON® CRYSTAL

Role-Playing/ Adventure	One Player	MSRP: \$34.95	ESRB Rating: E	Available: July 30, 2001
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- For the first time in any Pokémon game, choose to be a female main character.
- See Pokémon attacks in full motion with new and improved battle scenes containing exciting graphics and lively animation.
- Swap the original 150 Pokémon between *Pokémon Gold*, *Silver*, *Red*, *Blue* and *Yellow* versions in order to obtain the ultimate title – Pokémon Master!
- Don your PokéGear and meet up with Professor Elm to pick your partner: Chikorita, Cyndaquil or Totodile. Gain respect from Pokémon and trainers alike as you pick off all eight gym leaders one by one.
- Supports the Game Link® cable, Game Boy® Printer and N64® Transfer Pak™.
- *Pokémon Crystal* is designed for use on Game Boy Color and is compatible with Game Boy Advance.
- Developed by Game Freak, Creatures and Nintendo, published by Nintendo of America Inc.

-MORE-



***THE LEGEND OF ZELDA®: ORACLE OF SEASONS™ and
THE LEGEND OF ZELDA: ORACLE OF AGES™***

- For the first time, players can unlock secrets and unveil new game experiences on two separate Zelda games by linking *The Legend of Zelda: Oracle of Seasons* and *The Legend of Zelda: Oracle of Ages* together using the innovative Link System.
 - After completing one game, players receive a password to input into the other game pak. Players learn many other passwords including some that power-up items or bring items like rings from one game to another.
 - The Link System lets the games be played in either order.
 - Storylines from both games change, shedding light on a wider mystery surrounding the events in both games.
 - Some characters travel between the worlds of the two games, whereupon linking, friends and even enemies from the first game played find their way to the second.
- Welcome new characters to Link's quest, including Ricky the kangaroo, Moosh the winged Bear, and Dimitri the Dodongo.
- The games are designed for use on Game Boy Color and are compatible with Game Boy Advance.
- Developed and published by Nintendo of America Inc.

THE LEGEND OF ZELDA: ORACLE OF SEASONS

Adventure/ Role-Playing	One Player	MSRP: \$34.95	ESRB Rating: E	Available: May 14, 2001
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- Help Link on his quest to find the Rod of Seasons and recover the Essences of Nature. Link uses the powerful Rod of Seasons to magically transform the landscape into winter, spring, summer and autumn.
- Master the four different seasons to reveal hidden mysteries, open new pathways and uncover engrossing adventures.
- Use Link's trustiest tools, like his Slingshot, Bombachu, Shovel and Roc's Feather to make your way through the magical world of Holodrum.
- Master new items, including more than 60 magical rings to solve new puzzles and defeat enemies.

THE LEGEND OF ZELDA: ORACLE OF AGES

Role-Playing/ Adventure	One Player	MSRP: \$34.95	ESRB Rating: E	Available: May 14, 2001
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- Help Link find the Harp of Ages, a magical instrument that lets him travel through time and space. On his journey, Link must help save Nayru, the Oracle of Ages who has been kidnapped by Veran, the evil Sorceress of Shadows that terrorizes the land of Labrynna.
- Use the powerful Harp of Ages to learn new melodies and travel between the past and present.
- Master different tunes on the Harp of Ages to travel at will through time, then use the cause-and-effect relationship to solve puzzles and navigate the lands.
- Use Link's finest tools, like his Power Bracelet, Shovel, Roc's Feather and Mystical Seeds to make your way through Labrynna and master new items, including more than 60 magical rings, to solve new puzzles and face the onslaught of enemies.

KIRBY TILT 'N' TUMBLE™

Action	One Player	MSRP: \$34.95	ESRB Rating: E	Available: Now
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- Nintendo's famous Kirby returns to the small screen in *Kirby Tilt 'n' Tumble* for Game Boy Color, the first game pak for a handheld interactive entertainment system to include tilt-control technology.
- The game uses Analog Devices' ADXL202 motion sensor micromachining technology to control Kirby by detecting players' physical movements.
- Control Kirby's on-screen actions by actually moving your Game Boy Color:
 - Snap Game Boy Color to make Kirby jump.
 - Shake Game Boy Color to power Kirby up.
 - Tilt Game Boy Color forward, backward and side-to-side to roll Kirby in all directions.
- *Kirby Tilt 'n' Tumble* is designed for use on Game Boy Color and is compatible with Game Boy Advance.
- Kirby first debuted in 1992's *Kirby Dream Land* for Game Boy and has now starred in a total of eight games, across a number of Nintendo platforms.
- Developed by HAL Laboratories and published by Nintendo of America Inc.

MICKEY'S SPEEDWAY USA

Racing	One to Two Players	MSRP: \$34.95	ESRB Rating: E	Available: Now
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- Hop in the driver's seat with your favorite classic Disney characters, including Mickey, Minnie, Donald, Daisy and Goofy.
- Look for special appearances by some of Mickey's friends, such as Pluto, Professor Von Drake, and Huey, Dewey and Louie.
- Help Mickey and his pals chase the crooked weasels through crazy courses across the country and rescue the dognapped Pluto.
- Pursue the weasels through 20 scenic American locales such as Yellowstone Park, the Grand Canyon and San Francisco.
- Use Professor Von Drake's powerful pick-ups – like the Baseball Chucker or the Paint Splotcher – to blast your way to the finish line.
- Try out some of the wackiest weapons ever, courtesy of Professor Von Drake, such as the Magno Flyer that hones in on the nearest opponent in front of you; the Carbo Spritzer that gives a temporary burst of speed; and the Shield Shell that makes you invulnerable to attacks for a short period of time.
- Includes a two-player option using a Game Link cable, as well as a print function using the Game Boy Printer.
- *Mickey's Speedway USA* is designed for use on Game Boy Color and is compatible with Game Boy Advance. It is not compatible with monochrome Game Boy systems.
- Developed by Rare and Disney Interactive, published by Nintendo.



NINTENDO GAMECUBE™

NEWS RELEASE

FOR IMMEDIATE RELEASE

CONTACTS:
GOLIN/HARRIS



NINTENDO GAMECUBE HAUNTED BY GHOST OF SPIRITED NEW GAME

**Help Mario's Younger Brother Survive His Haunted House in *Luigi's Mansion*,
Exclusively on Next-Generation Console**

LOS ANGELES, May 16, 2001 – Get spooked with your old friend, Luigi, as he navigates his way through the creepy nooks and crannies of *Luigi's Mansion*™, available exclusively for the new NINTENDO GAMECUBE™. This one-player action adventure is the first title to star Mario's younger brother Luigi, a beloved character who has made appearances in Nintendo video games since 1993.

The fun begins on a proverbial dark and stormy night, as Luigi investigates a mysterious mansion he's inherited. Instead of a relaxing retreat, he finds a host of howling spirits. Our hero ventures through countless rooms filled with side-splitting spooks, trying to vacuum up the ghoulish ghosts to clean the house of its unwelcome visitors. With the help of a new doctor friend, Luigi must capture ghosts and turn them into paintings. Throughout the adventure, players watch Luigi creep, cower and cry in fright as the roaming spirits try to scare him out of his wits.

Luigi's Mansion shows off the powerful graphics capabilities of the NINTENDO GAMECUBE technology to create an immersive world that is filled with intriguing visuals. For example, the game features real-time lighting and shading created by Luigi's flashlight, as well as transparent ghosts – effects that could be created only on NINTENDO GAMECUBE.

-MORE-



LUIGI'S MANSION

2-2-2-2

"You really feel the emotions of the characters and see unprecedented levels of detail, down to ghoulish reflections in a mirror," says Peter Main, executive vice president, sales and marketing, Nintendo of America Inc. "With Luigi taking the front-and-center role in this title, players will quickly get into the spirited fun of the game."

Luigi's Mansion is scheduled to launch in November 2001.

As the worldwide leader and innovator in the creation of interactive entertainment, Nintendo Co. Ltd., of Kyoto, Japan, manufactures and markets hardware and software for its popular home video game systems. The systems include Game Boy, Nintendo® 64, Game Boy Advance and the upcoming NINTENDO GAMECUBE™. Since the release of its first home video game system in 1985, Nintendo has sold more than 1.4 billion video games worldwide, creating enduring industry icons such as Mario™ and Donkey Kong® and launching such franchises as Zelda™ and Pokémon®. As a wholly owned subsidiary, Nintendo of America Inc., based in Redmond, Wash., serves as headquarters for Nintendo's operations in the Western Hemisphere.

For more information about *Luigi's Mansion* or any other Nintendo product, visit the company's Web site, www.nintendo.com.

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NINTENDO GAMECUBE™

NEWS RELEASE

FOR IMMEDIATE RELEASE

CONTACTS:
GOLIN/HARRIS



NINTENDO PUTS A PLAYFUL TWIST ON STRATEGY GAMES WITH THE INNOVATIVE *PIKMIN*

**Destined for Superstar Status, New NINTENDO GAMECUBE Title Engages Players in
Clever, Massive Storyline Unlike Any Other**

LOS ANGELES, May 16, 2001 – Nintendo sprouts a new kind of fun with *Pikmin*™, available exclusively for NINTENDO GAMECUBE™. Created by legendary game designer Shigeru Miyamoto, *Pikmin* is an inventive life simulation and action-strategy title that pushes the limits of the imagination, offering fast-paced ‘thinking’ action while teaching players the importance of caring for and nurturing creatures to create a symbiotic relationship.

In *Pikmin*, players take on the role of an intrepid spaceman who crashes onto an unfamiliar planet after a comet collides with his spaceship. The space explorer must collect the vessel’s lost parts, which are scattered throughout the planet, while relying on his silver spacesuit to protect him from a deadly poisonous atmosphere.

Fortunately, help is readily available in the form of Pikmin sprouts – small, indigenous plant-like creatures that offer more than meets the eye. Players can control Pikmin sprouts individually, in groups, or as one vast legion of more than 100 Pikmin sprouts on-screen at one time. The Pikmin sprouts prove extremely useful when fulfilling missions such as carrying objects back to the base camp, defending Pikmin nests, defeating enemies and building bridges and roads. Thwarting the effort are numerous alien beasts that safeguard valuable items like pieces of the spaceship.

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"Thinking about what would be fun is our fundamental aim, and with the very imaginative *Pikmin* adventure, we have created a new genre of gameplay unlike anything players have seen before," says Mr. Miyamoto, General Manager of the Entertainment Analysis and Development Division and Director for Nintendo Co., Ltd., and considered the world's foremost video game designer. "After playing *Pikmin*, kids will want to explore their own backyards in search of Pikmin sprouts."

Pikmin is a race against time. Players must make sure all the Pikmin are not destroyed. They must also carefully monitor the remaining life of the spaceman. With practice, players can rear Pikmin sprouts of different colors, then train them and watch them grow into three different forms – leaves, buds and flowers.

With real-world floral imagery and ultra-realistic backgrounds, the unique world of *Pikmin* is brought to life by the NINTENDO GAMECUBE system's expressive graphic powers. Scenery changes as the sun moves across the sky, plants waver as the Pikmin brush by them and dust clouds rise beneath the legions of stomping feet. Prepare to immerse yourself in lush, real-world landscapes that are home to hundreds of creatures and objects – all simultaneously moving in different and unique ways.

"*Pikmin* takes real-time strategy to the next level, putting players in unfamiliar environments where they must learn strong management skills and long-term planning in order to succeed," says Peter Main, executive vice president, sales and marketing, Nintendo of America Inc. "NINTENDO GAMECUBE was built to bring games like this to our customers."

Pikmin will be released in December 2001.

As a dedicated gameplay system, NINTENDO GAMECUBE delivers new forms of interactive fun for players and offers the easiest development environment for game creators. The system's embedded memory, proprietary optical disc and innovative controller were designed to optimize the gameplay experience. NINTENDO GAMECUBE will launch in Japan in September 2001 and in North America in November 2001.

-MORE-

PIKMIN

3-3-3-3

As the worldwide leader and innovator in the creation of interactive entertainment, Nintendo Co. Ltd., of Kyoto, Japan, manufactures and markets hardware and software for its popular home video game systems. The systems include Game Boy, Nintendo® 64, Game Boy Advance and the upcoming NINTENDO GAMECUBE™. Since the release of its first home video game system in 1985, Nintendo has sold more than 1.4 billion video games worldwide, creating enduring industry icons such as Mario™ and Donkey Kong® and launching such franchises as Zelda™ and Pokémon®. As a wholly owned subsidiary, Nintendo of America Inc., based in Redmond, Wash., serves as headquarters for Nintendo's operations in the Western Hemisphere.

For more information about *Pikmin* or any other Nintendo product, visit the company's Web site, www.nintendo.com.

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N I N T E N D O
GAMECUBE™

NEWS RELEASE

FOR IMMEDIATE RELEASE

CONTACTS:
GOLIN/HARRIS



SURPRISE CLASSICS AND FAMILIAR FAVORITES UNITE IN *SUPER SMASH BROS. MELEE*

**Feel-Good Fun Fest for NINTENDO GAMECUBE Clashes, Bashes and Smashes Its Way
to Becoming the Ultimate Multi-Player Battle Bonanza**

LOS ANGELES, May 16, 2001 – Favorites from the Nintendo family are lining up for a chance to win it all in *Super Smash Bros.® Melee* for NINTENDO GAMECUBE™, unveiled this year at E³. As one of the kick-off titles exclusively for NINTENDO GAMECUBE, *Super Smash Bros. Melee* throws players into an ultimate melee against multiple lethal enemies in which they can experience a heightened level of multi-player action intensity.

Super Smash Bros. Melee improves on the original N64 multi-player game with all-time favorite Nintendo characters – Mario, Donkey Kong, Link, Kirby, Yoshi and more – pulled from a number of hit Nintendo games. Some of the characters haven't been seen since certain NES games, such as the cult figure Ice Climber. However, these classic characters have been revamped with amazing detail to create vivid battle scenes with blows and throws never seen before.

"This game is a great way to bring our unique proprietary characters together to create a huge smash hit," says Peter Main, executive vice president, sales and marketing, Nintendo of America Inc. "We combined more than a dozen lush backgrounds from the most popular Nintendo games and enhanced them with state-of-the-art graphics and special features to create a frantic, frenzied romp that will leave players wanting more."

-MORE-



SUPER SMASH BROS. MELEE

2-2-2-2

Due to the enhanced capabilities of the NINTENDO GAMECUBE, players can select characters based on their signature moves and weapons to battle opponents for triumph and trophies. They can choose to battle against friends, or opt for the all-new side scrolling one-player mode. Throughout the game, opponents practice moves in a training mode that judges fighting ability and specific attack skills, and then enter a new tournament mode that can handle up to 64 entrants battling at the same time. With nearly 30 new offensive and defensive items to use in battle and the ability to find and unlock secret hidden modes and new characters, competitors will have plenty of choices in their grueling match play. Players earn points through battles and can collect many figures of favorite past and present Nintendo characters to become the ultimate warrior.

Super Smash Bros. Melee will be available in November 2001.

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For more information about *Super Smash Bros. Melee* or any other Nintendo product, visit the company's Web site, www.nintendo.com.

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NINTENDO GAMECUBE™

NEWS RELEASE

FOR IMMEDIATE RELEASE

CONTACTS:
GOLIN/HARRIS



FAMED NINTENDO HERO RETURNS IN *STAR FOX ADVENTURES: DINOSAUR PLANET*

**Epic NINTENDO GAMECUBE Launch Title Charts the Continuing
Exploits of Fox McCloud**

LOS ANGELES, May 16, 2001 – Welcome to Dinosaur Planet, once a primordial paradise, now a world torn apart by an evil dinosaur named General Scales. Sections of the planet have been ripped from the surface and flung into low orbit. The General and his legions of mutated dinosaurs are running wild.

Enter Fox McCloud. As the planet's only hope, he finds himself facing a brand new challenge in *Star Fox® Adventures: Dinosaur Planet™*, a joint development from the award-winning game creators at Rare and Nintendo exclusively for NINTENDO GAMECUBE™.

What begins with Fox's discovery of a magical staff soon unfolds into an epic adventure spanning the length and breadth of this shattered world. Players will battle enemies, fly Arwing missions, ride on the backs of enormous dinosaurs, and team up with a new sidekick, Prince Tricky. Fans of the Star Fox series will see a new side to their favorite hero as Fox McCloud finally leaves his Arwing to take on enemies hand to hand.

See it all in detail with ground-breaking graphics made possible by the technology of NINTENDO GAMECUBE, which allows players to become immersed in atmospheric environments and interact with incredibly detailed dinosaurs in a lush prehistoric world teeming with life. By fully utilizing the new NINTENDO GAMECUBE controller, the magical staff with its many combat moves and transformations becomes the ultimate weapon, taking players to a new dimension of gameplay.

-MORE-



STAR FOX ADVENTURES: DINOSAUR PLANET
2-2-2-2

“Bringing dinosaurs to life in a lush world is a definite challenge, but the power of NINTENDO GAMECUBE makes it happen in this exciting game,” says Peter Main, executive vice president, sales and marketing, Nintendo of America Inc. “The outstanding story and incredible visuals make this title an adventure for all ages.”

Star Fox Adventures: Dinosaur Planet picks up the action eight years after Fox McCloud, the best pilot in the Lylat System, defeated Andross. His team has since been disbanded – Falco is pursuing a solo career; Slippy’s working in research and development; and Peppy has retreated to the calmer life of mission support. Ultimately it is Fox alone who must address the plight of Dinosaur Planet.

This one-player game will be released in November 2001.

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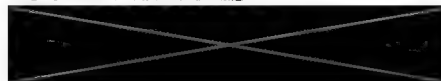
For more information about *Star Fox Adventures: Dinosaur Planet* or any other Nintendo product, visit the company’s Web site, www.nintendo.com. You can also visit the developer’s Web site at www.rareware.com.

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NINTENDO GAMECUBE™

CONTACTS:
GOLIN/HARRIS



NINTENDO GAMECUBE PRODUCT LIBRARY FACT SHEET

The following list features upcoming exclusive NINTENDO GAMECUBE™ software titles:

LUIGI'S MANSION™

Action	One Player	MSRP: TBD	ESRB Rating: RP	Available: November 2001
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- Guide Mario's younger brother Luigi through a dark and stormy night, filled with action-packed, spirit-battling fun.
- Investigate a mysterious mansion that's haunted by a host of howling spirits.
- Venture through countless rooms filled with side-splitting spooks and try to vacuum up the ghoulish ghosts to clean the house of all its haunts.
- Capture ghosts and turn them into paintings with the help of a new doctor friend.
- Watch Luigi creep, cower and cry in fright as the spirits try to scare him out of his wits.
- Use Luigi's flashlight to create real-time lighting and shadow effects that show the powerful graphics capability of NINTENDO GAMECUBE.

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NINTENDO GAMECUBE
2-2-2-2

PIKMIN™ (temporary name)

Strategy	One Player	MSRP: TBD	ESRB Rating: RP	Available: December 2001
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- Lose yourself in the visual wonder of *Pikmin*, with its incredibly life-like scenery and wealth of moving objects simultaneously shown on the screen. This twist on a strategy game is unlike anything ever seen before.
- After crash-landing on an unfamiliar planet, the intrepid spaceman must find the scattered pieces of his spaceship in an effort to return home.
- Time is of the essence. Recruit indigenous, plant-like creatures known as Pikmin, and oversee their activities as they carry objects back to base camp, defeat enemies and take care of other important functions that will get our hero home.
- Legendary game designer Shigeru Miyamoto delivers true innovation with more than 100 Pikmin swarming the screen in real-time.
- Stay on the lookout for enemies congregating in one area – something valuable may be located there!

SUPER SMASH BROS.® MELEE

Fighting	One to Four Players	MSRP: TBD	ESRB Rating: RP	Available: November 2001
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- Choose from your all-time favorite Nintendo characters, including Mario, Donkey Kong, Link, Kirby, Yoshi and others making their NINTENDO GAMECUBE debut – and battle using signature moves and weapons.
- Move through more than a dozen different stages based on virtually every hit Nintendo game.
- Battle in arenas pulled straight from the lush worlds of the Nintendo universe.
- Show ‘em your moves in decision matches that judge how well you battle, then test your might in a new tournament mode that can handle up to 64 entrants.
- Follow four different rules for battles:
 - Stock – Fight to be the last one standing.
 - Coin – Capture the most coins.
 - Decision – Aim to get higher scores by using special combinations.
 - Time – Battle against the clock to get the most KOs.
- Grab Poké Balls and use the Pokémon® inside, including Charizard, Lugia, Entei and more!
- Earn points and trade them for figures of favorite Nintendo characters.
- Unlock hidden modes and characters, and fight your way into the ultimate melee battle against multiple enemies.

-MORE-

NINTENDO GAMECUBE

3-3-3-3

STAR FOX[®] ADVENTURES: DINOSAUR PLANET

Adventure	One Player	MSRP: TBD	ESRB Rating: RP	Available: November 2001
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- Take on the role of Fox McCloud in the battle to save Dinosaur Planet, a prehistoric paradise plunged into chaos by the savage General Scales.
- Lose yourself in an epic adventure spanning the length and breadth of an ancient world populated by incredibly detailed dinosaurs and massive bosses.
- Meet the established Star Fox team members in their new roles, and rescue brand new character Krystal from the clutches of the mysterious Krazoa.
- Fend off the enemy with both weapons and magic, fly Arwing missions, saddle up the occasional big lizard and get to know your smart-mouthed sidekick, Prince Tricky.
- By fully utilizing the new NINTENDO GAMECUBE controller, Fox McCloud's magical staff, with its many combat moves and transformations, becomes the ultimate weapon.
- A joint development for NINTENDO GAMECUBE by Rare and Nintendo.

NBA COURTSIDE 2002

Sports	One to Four Players	MSRP: TBD	ESRB Rating: RP	Available: November 2001
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- Score big with the latest incarnation of the *NBA Courtside* franchise with Kobe Bryant, available exclusively on NINTENDO GAMECUBE.
- Experience motion-captured animations, lively commentary, updated rosters and precise face-mapping that brings the NBA to life like never before.
- Get in the game with realistic ball physics, first-step jukes and an innovative passing system.
- Tap your adrenaline with a single button press to really put the moves on your opponents.
- Prepare for the NBA Finals with Sim Mode, featuring full-season scheduling, stats and momentum shifts.
- Create your own players to go toe-to-toe with the stars.
- Compete with up to four total players at a time.

WAVE RACE[™] BLUE STORM (temporary name)

Sports/Racing	One to Four Players	MSRP: TBD	ESRB Rating: RP	Available: November 2001
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- Make a splash with ultra-realistic video game water effects.
- Boost your power with a new turbo feature.
- Use the interactive stunt meter to wow your friends.
- Race for the finish against seven computer riders or three of your friends in the wettest, wildest multi-player competition you've ever seen.
- Check the forecast and master all weather conditions, from pristine mountain lakes to choppy beach surf to monstrous tsunamis.

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NINTENDO GAMECUBE
4-4-4-4

ETERNAL DARKNESS™

Psychological Thriller	One Player	MSRP: TBD	ESRB Rating: RP	Available: December 2001
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- Open the door...scan the room...see the shadows...try to leave...while you're still alive and sane.
- Behold a unique genre – the psychological thriller – in which players watch with horror as their “sanity meter” drops, causing them to question what is real and what is merely in their head.
- Play as multiple characters in a journey that spans thousands of years in an epic story of historical fiction.
- Marvel at the unparalleled movie-like atmosphere, complete with stunning visuals, tons of voice acting and incredible sound effects and music.
- Wield swords and guns or launch dazzling spells with a comprehensive combat system.

METROID PRIME™

Action	One Player	MSRP: TBD	ESRB Rating: RP	Available: 2002
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- Samus has finally returned! The moment Metroid fans have waited for is finally here, and the experience will be unlike anything ever before seen.
- All the elements that made Metroid a classic – massive map exploration, a supercharged arsenal, incredible moves, huge bosses – are back, along with all-new features befitting the new generation of gameplay.
- The awesome power of NINTENDO GAMECUBE lifts the Metroid world to new heights of super-realism with real-time lighting and particle effects, pyrotechnic weapons and monsters you have to see to believe.

RAVEN BLADE

Action/RPG	One Player	MSRP: TBD	ESRB Rating: RP	Available: 2002
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- This epic tale set in a massive land filled with hideous creatures, incredible graphic effects and awe-inspiring music will immerse players in the genre.
- *Raven Blade* combines RPG-style magic with frantic real-time battles.
- Sword fighting modeled after actual martial arts and incredible magical effects make for breathtaking fight sequences.

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NINTENDO GAMECUBE
5-5-5-5

KAMEO™ : ELEMENTS OF POWER™ (temporary name)

Role-Playing/ Adventure	One Player	MSRP: TBD	ESRB Rating: RP	Available: 2002
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- Follow the story of Kameo, a young girl, as she moves from capturing and raising small, simple beasts to ultimately take the reins of the world's most powerful monsters.
- Search for six Elemental Children and battle fearsome bosses as you cross a land of sparkling rivers, gloomy forests and vistas that seem to stretch out forever.
- Command up to 60 amazing creatures, capturing them as youngsters in order to earn their trust and loyalty while nurturing their strengths and abilities.
- Hang back as your beasts go on the offensive, or choose to see through their eyes and control their actions in the heat of real-time battle.
- Developed exclusively for NINTENDO GAMECUBE by Rare.

DONKEY KONG® RACING

Racing	One to Four Players	MSRP: TBD	ESRB Rating: RP	Available: 2002
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- All your favorite Kongs in full-on, in-your-face racing action: hustle that monkey and you're sure to place first!
- Careen through seamless real-time landscapes as you try to catch a ride, then help your new steed to evolve into a real thoroughbred by collecting fruit and prizes.
- Attempt to find the racing line amidst marauding rhinos, schools of darting piranha, swarms of agitated wasps and other roaming wildlife bent on mischief.
- Airborne, aquatic and terrestrial animals provide a huge combination of racing routes and strategic possibilities as you pit species against species.
- Developed exclusively for NINTENDO GAMECUBE by Rare.

DISNEY'S MICKEY FOR NINTENDO GAMECUBE (temporary name)

Adventure	One Player	MSRP: TBD	ESRB Rating: RP	Available: 2002
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- Disney's Mickey Mouse is coming to NINTENDO GAMECUBE.
- Players will guide Mickey through a house filled with surprises and excitement in this stunning 3-D animated game.
- Disney's Mickey for NINTENDO GAMECUBE is sure to be a must-have product for Spring 2002.

-MORE-

NINTENDO GAMECUBE
6-6-6-6

Additional titles under development for NINTENDO GAMECUBE:

ANIMAL FOREST™ (temporary name)

THE LEGEND OF ZELDA® (temporary name)

MARIO KART® FOR NINTENDO GAMECUBE

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NINTENDO GAMECUBE™

CONTACTS:
GOLIN/HARRIS



NINTENDO GAMECUBE SYSTEM FACT SHEET

Specifications for Nintendo's Next-Generation Console System

- Size:** Approximate Height 4.3" / Width 5.9" / Depth 6.3".
- Media:** Three-inch NINTENDO GAMECUBE™ Disc based on Matsushita's Optical Disc Technology, with approx. 1.5GB Capacity.
- Launch Date:** September 14, 2001, in Japan; November 5, 2001, in North America; and Spring 2002 in Europe.
- Titles:** Seven exclusive NINTENDO GAMECUBE titles from Nintendo are expected by the 2001 holiday season in North America.
- Peripheral Devices:** Memory Card, containing 4 megabits of flash memory; SD-Memory Card Adapter; Wireless Wavebird™ Controller; 56Kbps, V. 90, Modem Adapter; Broadband Adapter; and Digital Video Cable.
- Controller:** To provide more comprehensive and intuitive play control, Nintendo has added several new features to the NINTENDO GAMECUBE controller, including a second analog control stick, left and right analog trigger buttons, and a built-in rumble motor. The NINTENDO GAMECUBE controller has two grips and the controls for the left and right hands have been separated into two "systems." The right-side buttons have been re-arranged to allow the user to set the A Button home position, making the role of each button more natural.

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NINTENDO GAMECUBE hardware specifications:

MPU ("Micro Processing Unit")	Custom IBM Power PC "Gekko"
Manufacturing Process	0.18 micron IBM Copper Wire Technology
Clock Frequency	485 MHz
CPU Capacity	1125 Dmips (Dhrystone 2.1)
Internal Data Precision	32-bit Integer & 64-bit Floating-point
External Bus	1.3 GB/second peak bandwidth 32-bit address space 64-bit data bus 162 MHz clock
Internal Cache	L1: Instruction 32KB, Data 32KB (8 way) L2: 256KB (2 way)
System LSI	Custom ATI/Nintendo "Flipper"
Manufacturing Process	0.18 micron NEC Embedded DRAM Process
Clock Frequency	162 MHz
Embedded Frame Buffer	Approx. 2 MB
	Sustainable Latency: 6.2ns (1T-SRAM)
Embedded Texture Cache	Approx. 1 MB
	Sustainable Latency: 6.2ns (1T-SRAM)
Texture Read Bandwidth	10.4 GB/second (Peak)
Main Memory Bandwidth	2.6 GB/second (Peak)
Pixel Depth	24-bit Color, 24-bit Z Buffer
Image Processing Functions	Fog, Subpixel Anti-aliasing, 8 Hardware Lights, Alpha Blending, Virtual Texture Design, Multi-texturing, Bump Mapping, Environment Mapping, MIP Mapping, Bilinear Filtering, Trilinear Filtering, Anisotropic Filtering, Real-time Hardware Texture Decompression (S3TC) Real-time Decompression of Display List, HW 3-line Deflickering filter
Audio Processing	(Incorporated into the System LSI)
Sound Processor	Custom Macronix 16-bit DSP
Instruction Memory	8KB RAM + 8KB ROM
Data Memory	8KB RAM + 4KB ROM
Clock Frequency	81 MHz
Performance	64 simultaneous channels, ADPCM encoding
Sampling Frequency	48KHz

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Performance	
Floating-point Arithmetic Capability	10.5 GFLOPS (Peak) (MPU, Geometry Engine, HW Lighting Total)
Real-world polygon	6 to 12 million polygons/second (Peak) (Assuming actual game conditions with complex models, fully textured, fully lit, etc.)
System Memory	40 MB
Main Memory	24 MB MoSys 1T-SRAM Approximately 10ns Sustainable Latency
A-Memory	16 MB 81 MHz DRAM
Disc Drive	CAV (Constant Angular Velocity) System
Average Access Time	128ms
Data Transfer Speed	16Mbps to 25Mbps
Media	3 inch NINTENDO GAMECUBE Disc based on Matsushita's Optical Disc Technology
Capacity	Approx. 1.5GB
Input/Output	4 Controller Ports
	2 Memory Card Slots
	Analog AV Output
	Digital AV Output
	2 High-Speed Serial Ports
	High-speed Parallel Port
Power Supply	AC Adapter DC12V x 3.5A
Dimensions	4.3"(H) x 5.9"(W) x 6.3"(D)

*The peak figures listed are all for maximum instantaneous performance and cannot be achieved in an actual game. However, following the conventions of the game industry, they are listed for your reference.

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NINTENDO GAMECUBE™

CONTACTS:
GOLIN/HARRIS



NINTENDO GAMECUBE FREQUENTLY ASKED QUESTIONS

1. *What is the NINTENDO GAMECUBE?*

NINTENDO GAMECUBE is the only new video game system entirely dedicated to video game play...and it plays the world's best video games.

NINTENDO GAMECUBE does only one thing – focus on enhancing gameplay – and does it perfectly. The compact NINTENDO GAMECUBE was designed from the ground up as a “lean, mean” game machine offering the fastest, easiest game development environment for creators. NINTENDO GAMECUBE is designed for the reality of the today's video game market, but is flexible enough to adapt to future technology.

2. *When will NINTENDO GAMECUBE launch?*

The NINTENDO GAMECUBE will launch on September 14, 2001, in Japan; in North America on November 5, 2001; and in Europe early in 2002.

3. *What makes NINTENDO GAMECUBE stand out?*

The games. Our advantage is threefold. NINTENDO GAMECUBE was built inside out – in other words, Nintendo started by asking our game developers what would allow them to give consumers great new kinds of video games...and then the engineers built a system to accomplish those goals. Then, we delivered this unique technology to the best dedicated game development resources in the world. Finally, the architecture of NINTENDO GAMECUBE allows all developers to get better results in a shorter time than any other format.

4. *What additional peripheral devices will be available for NINTENDO GAMECUBE?*

Peripheral devices available separately include:

- Memory card, containing 4 megabits of flash memory
- SD-Memory card adapter
- Wireless Wavebird controller
- 56Kbps, V. 90 Modem adapter
- A future Broadband adapter
- Digital video cable

-MORE-



5. *What are the significant features of NINTENDO GAMECUBE?*

The architecture of NINTENDO GAMECUBE was directed by software designers, not engineers, to assure that all elements would work in concert to allow unparalleled performance and gameplay. Key elements include:

- Embedded memory on the graphics co-processor and CPU
- Proprietary optical disc, containing 1.5 Gigabytes of memory on an 8cm disc
- New controller design
- The ability to interact with Game Boy Advance, including the future use of Game Boy Advance systems as NINTENDO GAMECUBE controllers

6. *What is the size of the NINTENDO GAMECUBE system?*

NINTENDO GAMECUBE is a small, compact system, giving players more freedom to place the system where they most want it to go. The main unit measures 150mm (width) x 110mm (height) x 161mm (depth) (approximately 5.9" x 4.3" x 6.3").

7. *Can I play N64 cartridges on NINTENDO GAMECUBE? What is the NINTENDO GAMECUBE disc?*

No, because with the launch of NINTENDO GAMECUBE, Nintendo is moving from silicon-based cartridges to an optical disc medium, which effectively makes backwards-compatibility impossible. The proprietary NINTENDO GAMECUBE discs are small enough to allow for the console's extremely compact dimensions while building in a layer of counterfeit protection that isn't available on standard DVD.

8. *What is the Wavebird controller?*

The wireless Wavebird controller eliminates a cord, offering players a more freewheeling, wireless style of play. The Wavebird system uses an RF system with a transmission distance of about 10 m (33 feet).

9. *What titles will we see on NINTENDO GAMECUBE?*

Headlining NINTENDO GAMECUBE titles at E³ are four innovative games destined to become instant classics: *Luigi's Mansion*, *Pikmin*, *Super Smash Bros. Melee* and *Star Fox Adventures: Dinosaur Planet*. Other Nintendo titles under development include: *Animal Forest*, *Disney's Mickey for NINTENDO GAMECUBE*, *Donkey Kong Racing*, *Eternal Darkness*, *Kameo*, *The Legend of Zelda*, *Mario Kart for NINTENDO GAMECUBE*, *Metroid Prime*, *NBA Courtside 2002*, *Raven Blade* and *Wave Race Blue Storm*.

10. *What is the correct way to write NINTENDO GAMECUBE?*

The preferred way to write the system's name is in all caps, NINTENDO GAMECUBE. If necessary, it also can be written as Nintendo GameCube.



N I N T E N D O GAMECUBE™

CONTACTS:
GOLIN/HARRIS



NINTENDO GAMECUBE HARDWARE PARTNERS FACT SHEET

- ATI:** Developed the revolutionary graphics processor, the "Flipper" chip, for NINTENDO GAMECUBE. This highly integrated processor includes both a 2-D and 3-D graphics engine, a DSP for audio processing (from Macronix), all system I/O functions including CPU, system memory, joystick, optical disk, flash card, modem and video interfaces, and an on-chip high bandwidth frame buffer.
- IBM:** Designed and manufactured the unique 485MHz Gekko microprocessor, an extension of the IBM PowerPC architecture. The Gekko CPU features IBM's 0.18 micron copper chip technology, and the NINTENDO GAMECUBE is the first video game system to incorporate this proven copper semiconductor technology.
- Matsushita (Panasonic):** Developed, manufactured and supplied the unique DVD-based technology, proprietary disc drive and optical discs for the NINTENDO GAMECUBE system. The discs will incorporate specific anti-piracy elements. In addition, Matsushita will incorporate "next gen" technology in future consumer electronics devices.
- MoSys:** Provided embedded 1T-SRAM – the most advanced memory technology in world – in NINTENDO GAMECUBE graphics chip and for the system's main memory. The technology will make the "Flipper" graphics chip and "Gekko" CPU work in perfect harmony with each other – and at blazing speed – thus ensuring a very efficient gaming machine.
- NEC:** Manufacturing the ATI-designed graphics chip and the NINTENDO GAMECUBE system's memory components.

#



SOFTWARE INDEX



Nintendo

NINTENDO GAMECUBE

	Availability	Expected ESRB Rating	# Players	Publisher
18 Wheeler: American Pro Trucker	2001	E	1 - 2	Acclaim
All-Star Baseball 2002	2001	E	1 - 4	Acclaim
All-Star Baseball 2003	2002	E	1 - 4	Acclaim
Animal Forest	TBA	TBA	1 - 4	Nintendo
Batman	2001	E	TBA	Ubi Soft
Crazy Taxi	2001	T	1	Acclaim
Dave Mirra Freestyle BMX 2	2002	TBA	1 - 2	Acclaim
Diddy Kong Racing	TBA	TBA	1 - 4	Nintendo / Rare
Donald Duck	2002	E	TBA	Ubi Soft
Eternal Darkness	Dec 2001	M	1	Nintendo
Extreme G3	Nov 2001	TBA	1 - 4	Acclaim
Hot Wheels (Working Title)	2002	TBA	TBA	THQ
Jeremy McGrath Supercross World	2002	E	1 - 2	Acclaim
Jimmy Neutron Boy Genius	2002	TBA	1	THQ
Kameo: Elements of Power	2002	TBA	1	Nintendo / Rare
Largo Winch	2002	E	TBA	Ubi Soft
Legend of Zelda	TBA	TBA	1	Nintendo
Legends of Wrestling	2001	TBA	1 - 4	Acclaim
Luigi's Mansion	Nov 2001	E	1	Nintendo
Madden NFL 2002	2001	TBA	1 - 8	Electronic Arts
Mario Kart for Game Cube	TBA	TBA	1 - 4	Nintendo
Metroid Prime	TBA	TBA	1	Nintendo
Mickey for GameCube	TBA	TBA	TBA	Nintendo
Monkey Ball	2002	E	1 - 4	Sega of America
NBA Courtside 2002	Nov 2001	E	1 - 4	Nintendo
NFL Blitz 20-02	2001	TBA	1 - 4	Midway
NFL Quarterback Club 2002	2001	E	1 - 4	Acclaim
NHL Hitz 20-02	2001	TBA	1 - 6	Midway
Phantasy Star Online Ver. 2	2002	T	1	Sega of America
Pikmin	Dec 2001	E	1	Nintendo
Rally Simulation	2002	E	TBA	Ubi Soft
Raven Blade	2002	TBA	1	Nintendo
Rayman Tribe	2002	E	TBA	Ubi Soft
Rogue Spear	2001	T	TBA	Ubi Soft
Rugrats (Working Title)	2002	TBA	TBA	THQ
Scooby-Doo (Working Title)	2002	TBA	TBA	THQ
Spider-Man Movie	2002	TBA	1	Activision
SSX Extreme	2002	TBA	1 - 2	Electronic Arts
Star Wars Rogue Squadron II	2001	TBA	1	LucasArts
STARFOX Adventures: Dinosaur Planet	Nov 2001	TBA	1	Nintendo / Rare
Super Smash Brothers Melee	Nov 2001	T	1 - 4	Nintendo
Tarzan	2002	E	TBA	Ubi Soft
Tetris Worlds	2002	TBA	1 - 4	THQ
The Powerpuff Girls	2002	TBA	TBA	BAM!
Tony Hawk's Pro Skater 3	2002	TBA	TBA	Activision
Turok Evolution	2002	TBA	TBA	Acclaim
Waverace Blue Storm	2001	E	1 - 4	Nintendo

*As many games are still in development, information subject to change.

GAME BOY ADVANCE

	Availability	Expected ESRB Rating	# Players	Uses Game Link	Publisher
A Boy and His Blob Advance	TBA	E	1	NO	Majesco
Advance Wars	Q3 2001	E	1 - 4	YES	Nintendo
Advanced Columns	TBA	E	1 - 2	YES	Sega
Aerial Aces	TBA	E	1 - 4	YES	Majesco
Army Men Advance	June 2001	TBA	1	NO	3DO
Banjo Kazooie	TBA	E	TBA	YES	Nintendo / Rare
Batman Vengeance	Oct 2001	E	1	NO	Ubi Soft
Breath of Fire 1	TBA	TBA	1	NO	Capcom
Breath of Fire 2	TBA	TBA	1	NO	Capcom
Caesars Palace Advance	TBA	E	1 - 4	YES	Majesco
Car Battle Go!! (working title)	TBA	TBA	TBA	YES	Natsume
Castlevania: Circle of the Moon	June 2001	T	1	NO	Konami
ChuChu Rocket!	June 2001	E	1 - 4	YES	Sega
Crazy Chase	TBA	E	1	NO	Kemco
Creatures	Q3 2001	E	1	YES	Conspiracy
CUBE	Sept 2001	E	1 - 4	YES	Ubi Soft
Dark Arena	TBA	E	1 - 4	YES	Majesco
Dave Mirra Freestyle BMX 2	TBA	E	1 - 4	YES	Acclaim

GAME BOY ADVANCE (CONT.)

	Availability	Expected ESRB Rating	# Players	Uses Game Link	Publisher
Dexter's Laboratory	TBA	TBA	1	YES	BAM!
Diddy Kong Pilot (tilting feature)	TBA	E	1 - 4	YES	Nintendo / Rare
Disney/Pixar Monsters, Inc.	TBA	TBA	1	NO	THQ
Disney's Atlantis, the Lost Empire	TBA	TBA	1	NO	THQ
DK Coconut Crackers	Nov 2001	E	1 +	YES	Nintendo / Rare
Donald Duck	March 2002	E	1	NO	Ubi Soft
DOOM	Oct 2001	TBA	1 - 4	YES	Activision
Driven	TBA	TBA	1 - 2	YES	BAM!
Dukes of Hazzard 3	TBA	TBA	1	NO	SouthPeak
Earthworm Jim	June 2001	E	1	NO	Majesco
ESPN Championship Golf 2002	Aug 2001	E	1 - 4	YES	Konami
ESPN Great Outdoor Games: Bass Fishing	Nov 2001	TBA	1 - 2	YES	Konami
ESPN X-Games: Skateboarding	Sep 2001	TBA	1	NO	Konami
ET The Extra-Terrestrial	Oct 2001	TBA	1	NO	NewKidCo
F-14 Tomcat	TBA	E	1 - 4	YES	Majesco
Fievel	Q3 2001	E	1	NO	Conspiracy
Final Fight One	TBA	TBA	1	NO	Capcom
Fire Pro Wrestling	June 2001	T	1 - 4	YES	BAM!
Flintstones	Q4 2001	TBA	1	NO	Conspiracy
Fortress	TBA	E	1 - 2	YES	Majesco
Frogger	Nov 2001	TBA	1	NO	Konami
F-Zero Maximum Velocity	June 2001	E	1 - 4	YES	Nintendo
Golden Sun	Oct 2001	E	1 +	YES	Nintendo
GT Advance Championship Racing	June 2001	TBA	1 - 2	YES	THQ
GT Racing Challenge	TBA	E	1 - 2	YES	Acclaim
Harry Potter and the Sorcerer's Stone	TBA	TBA	TBA	TBA	Electronic Arts
High Heat Major League Baseball 2002	Q3 2001	TBA	1	NO	3DO
Hot Potato	TBA	E	1 - 2	YES	BAM!
Hot Wheels (working title)	TBA	TBA	1 - 2	YES	THQ
Iridion 3D	June 2001	E	1	NO	Majesco
Jimmy Neutron Boy Genius	TBA	TBA	1	NO	THQ
Jungle Book	Nov 2001	E	1	NO	Ubi Soft
Jurassic Park 3 (Sub-title Pending)	Nov 2001	TBA	1	NO	Konami
Jurassic Park 3: Park Builder	Sep 2001	TBA	1	NO	Konami
Jurassic Park 3: The DNA Factor	July 2001	E	1	NO	Konami
Kao the Kangaroo	Nov 2001	TBA	1	NO	Titus
Klonoa Empire of Dreams (working title)	July 2001	TBA	1	NO	Namco
Konami Krazy Racers	June 2001	E	1 - 2	YES	Konami
Lady Sia	TBA	TBA	1	NO	TDK Mediactive
LEGO Bionicle	TBA	TBA	1 - 4	YES	LEGO
LEGO Island 2	TBA	TBA	1 - 4	YES	LEGO
LEGO Racers 2	TBA	TBA	1 - 2	YES	LEGO
M&M's Advance	TBA	E	1 - 4	YES	Majesco
Magical Vacation	TBA	E	1 +	YES	Nintendo
Mario Kart Advance	Aug 2001	E	1 - 4	YES	Nintendo
Mary-Kate and Ashley Crush Course	TBA	E	1 - 4	YES	Acclaim
Mat Hoffman's Pro BMX	TBA	TBA	1 - 2	NO	Activision
Mech Platoon	TBA	E	1 - 4	YES	Kemco
Mega Man Battle Network	TBA	TBA	1	YES	Capcom
Men In Black	Q3 2001	E	1 - 2	YES	Crave
Metroid 4	TBA	E	TBA	TBA	Nintendo
Mia Hamm Soccer Advance	TBA	TBA	1 - 2	YES	SouthPeak
Moseley (working title)	TBA	TBA	TBA	TBA	3DO Company
MotoGP	TBA	TBA	1	NO	THQ
Namco Museum	June 2001	E	1	NO	Namco
NFL Blitz 2002	Nov 2001	TBA	1	NO	Midway
No Rules Get Phat	TBA	TBA	1	TBA	TDK Mediactive
Pac-Man Collection	July 2001	TBA	1	NO	Namco
Phalanx	TBA	E	1	NO	Kemco
Pinobee: Wings of Adventure	June 2001	E	1 - 2	YES	Activision
Pitfall: The Mayan Adventure	June 2001	E	1	NO	Majesco
Planet Monsters	Sep 2001	TBA	1 - 4	YES	Titus
Pocket Music	TBA	E	1 - 4	YES	Nintendo
Pocky & Rocky 3 (working title)	TBA	TBA	1	NO	Natsume
The Powerpuff Girls	TBA	TBA	1 - 2	YES	BAM!
Power Rangers Time Force	TBA	TBA	1	NO	BAM!
Prehistorik Man	Oct 2001	E	1	NO	Titus
Rayman Advance	June 2001	E	1	NO	Ubi Soft
Razor Freestyle Scooter	Q4 2001	E	1 - 2	YES	Crave
Ready 2 Rumble Boxing: Round 2	June 2001	TBA	1	NO	Midway
RMX 2002 featuring Ricky Carmichael	TBA	TBA	1	NO	THQ
Robocop	Nov 2001	TBA	1	NO	Titus

GAME BOY ADVANCE (CONT.)

	Availability	Expected ESRB Rating	# Players	Uses Game Link	Publisher
Rocket Power: Dream Scheme	TBA	TBA	1	NO	THQ
Rogue Spear	Dec 2001	E	1	NO	Ubi Soft
Rugrats	TBA	TBA	1	NO	THQ
Sabre Wolf Rumble in the Jungle	TBA	E	1 - 4	YES	Nintendo / Rare
Sansara Naga (working title)	TBA	TBA	TBA	YES	Natsume
Scooby-Doo and the Cyber Chase	TBA	TBA	1	NO	THQ
Shaun Palmer's Pro Snowboarder	Oct 2001	TBA	1	NO	Activision
Snoopy Detective	TBA	E	1 - 4	YES	Infogrames
Sonic the Hedgehog Advance	TBA	E	1 - 4	YES	Sega
Spider-Man: Mysterio's Menace	Sep 2001	TBA	1	NO	Activision
SpongeBob SquarePants SuperSponge	TBA	TBA	1	NO	THQ
Sports Illustrated 4Kids Baseball	TBA	TBA	1 - 2	YES	BAM!
Sports Illustrated 4Kids Football	TBA	TBA	1 - 2	YES	BAM!
Spyro the Dragon	Nov 2001	TBA	1	NO	Universal Interactive
Star Wars Episode 1: Jedi Power Battles	TBA	TBA	1	NO	THQ
Street Fighter 2 Turbo Revival	TBA	TBA	1 - 2	YES	Capcom
Street Fighter Alpha 3	TBA	TBA	1	YES	Capcom
Super Dodge Ball Advance	June 2001	E	1 - 2	YES	Atlus
Super Mario Advance	June 2001	E	1 - 4	YES	Nintendo
Tactics Ogre: Gaiden	TBA	TBA	TBA	TBA	Nintendo
Tarzan	Oct 2001	E	1	NO	Ubi Soft
Tetris Worlds	TBA	TBA	1 - 4	YES	THQ
Tiny Toons - Buster's Bad Dream	Q4 2001	TBA	1	NO	Conspiracy
Tiny Toons - Wacky Stackers	Q3 2001	E	1 - 4	YES	Conspiracy
Tom and Jerry: The Magic Ring	Oct 2001	TBA	1	NO	NewKidCo
Tony Hawk's Pro Skater 2	June 2001	E	1	NO	Activision
Top Gear GT Championship	Q3 2001	E	1 - 4	YES	Kemco
Tweety and the Magic Gems	Q3 2001	E	1 - 4	YES	Kemco
Wario Land for Game Boy Advance	Nov 2001	E	1	TBA	Nintendo
Wild Thornberrys	TBA	TBA	1	NO	THQ
World Wrestling Federation Road to WrestleMania	TBA	TBA	1 - 4	YES	THQ
X-Men: Reign of Apocalypse	Sep 2001	TBA	1 - 4	YES	Activision
Z Warriors	TBA	E	1	NO	Infogrames

*As many games are still in development, information subject to change.

GAME BOY COLOR

	Availability	ESRB Rating	# Players	Compatibility	Uses Game Link	Publisher
1942	NOW	E	1	Dual	NO	Capcom
3D Pool All Stars	July 2001	E	1 - 2	Dedicated	YES	Titus
3D Ultra Thrillride Pinball	NOW	E	1 - 4	Dedicated	NO	Sierra
Action Man: Search for Base X	NOW	E	1	Dedicated	NO	THQ
Airforce Delta	NOW	E	1 - 2	Dedicated	YES	Konami
Aliens: Thanatos Encounter	NOW	E	1	Dedicated	NO	THQ
All-Star Baseball 2001	NOW	E	1	Dedicated	NO	Acclaim
Alone in the Dark: The New Nightmare	2001	T	1	Dedicated	NO	Infogrames
Antz Racing	2001	E	1	Dedicated	NO	Acclaim
Armada FX Racers	NOW	E	1	Dedicated	NO	Metro3D
Army Men Sarge's Heroes 2	NOW	E	1	Dedicated	NO	3DO
Army Men Air Combat	NOW	E	1 - 2	Dedicated	YES	3DO
Army Men II	NOW	E	1	Dedicated	NO	3DO
Austin Powers: Oh Behave!	NOW	T	1 - 2	Dedicated	YES	Take 2
Austin Powers: Welcome to My Underground Lair	NOW	T	1 - 2	Dedicated	YES	Take 2
Barbie Fashion Pack Games	NOW	E	1	Dual	NO	Knowledge Adventure
Barbie Kelly Club	Sep 2001	TBA	1	Dedicated	NO	Knowledge Adventure
Barbie Magic Genie Adventure	NOW	E	1	Dedicated	NO	Knowledge Adventure
Barbie Ocean Discovery	NOW	E	1	Dual	NO	Knowledge Adventure
Barbie Pet Rescue	NOW	E	1	Dedicated	NO	Knowledge Adventure
Batman Beyond: Return of the Joker	NOW	E	1	Dedicated	NO	Kemco
Batman Chaos in Gotham	NOW	E	1	Dedicated	NO	Ubi Soft
Blade	NOW	T	1	Dedicated	NO	Activision
Bubble Bobble	NOW	E	1	Dual	NO	Metro3D
Buff the Vampire Slayer	NOW	E	1	Dedicated	NO	THQ
Bust-A-Move Millennium	NOW	E	1 - 2	Dedicated	YES	Acclaim
Championship Motocross 2001 featuring Ricky Carmichael	NOW	E	1	Dedicated	NO	THQ
Chase H.Q. Secret Police	NOW	E	1 - 2	Dual	YES	Metro3D
Chicken Run	NOW	E	1	Dedicated	NO	THQ
Commander Keen	NOW	E	1	Dedicated	NO	Activision
CROC 2	NOW	E	1	Dedicated	NO	THQ

GAME BOY COLOR (CONT.)

	Availability	ESRB Rating	# Players	Compatibility	Uses Game Link	Publisher
CROC	NOW	E	1	Dedicated	NO	THQ
Cruis'n Exotica	NOW	E	1	Dedicated	NO	Midway
Cyber Tiger	NOW	E	1 - 2	Dedicated	YES	Electronic Arts
Dave Mirra's Freestyle BMX	NOW	E	1	Dedicated	NO	Acclaim
Dexter's Laboratory: Robot Rampage	NOW	E	1	Dedicated	NO	BAM!
Disney's Atlantis, the Lost Empire	2001	E	1	Dedicated	NO	THQ
Donkey Kong Country	NOW	E	1 - 2	Dedicated	YES	Nintendo / Rare
Doug's Big Game	NOW	E	1	Dedicated	NO	NewKidCo
Dragon Tales Adventures	Sep 2001	TBA	1	Dedicated	NO	NewKidCo
Dragon Tales: Dragon Wings	NOW	E	1	Dedicated	NO	NewKidCo
Dragon Warrior I & II	NOW	E	1	Dual	NO	Enix
Dragon Warrior III	2001	T	1 - 2	Dedicated	YES	Enix
Dragon Warrior Monsters 2: Cobi's Journey	2001	TBA	1 - 2	Dual	YES	Enix
Dragon Warrior Monsters 3: Tara's Adventure	2001	TBA	1 - 2	Dual	YES	Enix
Dragon's Lair	NOW	E	1	Dedicated	NO	Capcom
Dukes of Hazzard 2: Daisy Dukes it Out	2001	TBA	1	Dedicated	NO	SouthPeak
ESPN International Track & Field	NOW	E	1 - 2	Dedicated	YES	Konami
ESPN National Hockey Night	NOW	E	1 - 2	Dedicated	YES	Konami
ET & The Cosmic Garden	Nov 2001	TBA	1	Dedicated	NO	NewKidCo
ET: Digital Planner	Aug 2001	TBA	1	Dedicated	NO	NewKidCo
ET: Escape from Planet Earth	Oct 2001	TBA	1	Dedicated	NO	NewKidCo
Fisher Price Rescue Heroes Fire Frenzy	NOW	E	1	Dedicated	NO	Knowledge Adventure
Flintstones Burgertime in Bedrock	NOW	E	1 - 2	Dedicated	YES	Classified
Formula One 2000	NOW	E	1	Dedicated	YES	Take 2
Frogger 2	NOW	E	1	Dedicated	NO	Infogrames
Gaia Master	2001	TBA	1 - 2	Dedicated	YES	Capcom
Galaga	NOW	E	1	Dedicated	NO	Infogrames
Game & Watch Gallery 2	NOW	E	1	Dual	NO	Nintendo
Game & Watch Gallery 3	NOW	E	1 - 2	Dual	YES	Nintendo
Ghosts and Goblins	NOW	E	1	Dual	NO	Capcom
Gladiator	Sep 2001	TBA	1	Dedicated	NO	Sierra
Gobs of Games	NOW	E	1 - 2	Dedicated	YES	3DO
Godzilla: The Series, Monster Wars	NOW	E	1	Dedicated	NO	Crave
Grand Theft Auto	NOW	T	1	Dual	NO	Take 2
Grand Theft Auto 2	NOW	T	1	Dedicated	NO	Take 2
Grinch, The	NOW	E	1	Dedicated	NO	Konami
Hands of Time	Aug 2001	E	1	Dedicated	YES	Titus
Harley Davidson: Race Across America	NOW	E	1 - 2	Dedicated	YES	Infogrames
Harry Potter and the Sorcerer's Stone	2001	TBA	TBA	Dedicated	TBA	Electronic Arts
Harvest Moon 2	NOW	E	1	Dual	NO	Natsume
Harvest Moon 3	2001	E	1 - 2	Dedicated	YES	Natsume
Hercules: The Legendary Journeys	May 2001	E	1 - 2	Dedicated	YES	Titus
Heroes of Might and Magic	NOW	E	1	Dedicated	NO	3DO
Heroes of Might and Magic II	NOW	E	1	Dedicated	NO	3DO
High Heat Major League Baseball 2002	2001	E	1	Dedicated	NO	3DO
Hoyle Card Games	NOW	E	1 - 2	Dedicated	YES	Sierra
Hoyle Casino	NOW	E	1 - 2	Dedicated	YES	Sierra
Indiana Jones and the Infernal Machine	NOW	E	1	Dedicated	NO	THQ
Jumpstart Kindergarten	Oct 2001	TBA	1	Dedicated	NO	Knowledge Adventure
Kirby's Tilt 'n' Tumble	NOW	E	1	Dedicated	NO	Nintendo
Knockout Kings	NOW	E	1 - 2	Dedicated	YES	Electronic Arts
Land Before Time, The	2001	E	1	Dedicated	NO	Conspiracy
Legend of the River King 2	NOW	E	1 - 2	Dual	YES	Natsume
LEGO Alpha Team	NOW	E	1	Dedicated	NO	LEGO
LEGO Island 2: The Bricksters Revenge	NOW	E	1 - 2	Dedicated	YES	LEGO
LEGO Racers	NOW	E	1	Dedicated	NO	LEGO
LEGO Stunt Rally	NOW	E	1	Dedicated	NO	LEGO
Lemmings + Oh No! More Lemmings	NOW	E	1	Dedicated	NO	Take 2
Little Mermaid II: Pinball Frenzy	NOW	E	1 - 4	Dedicated	NO	Nintendo
Lufia: The Legend Returns	2001	E	1	Dedicated	NO	Natsume
Madden NFL 2002	2001	TBA	1 - 2	Dedicated	YES	Electronic Arts
Magical Tetris Challenge	NOW	E	1 - 2	Dedicated	YES	Capcom
Magical Drop	NOW	E	1 - 2	Dedicated	YES	Classified
Magi-Nation	NOW	E	1	Dedicated	NO	Interactive Imagination
Magi-Nation: Ormagon's Quest	2001	TBA	1	Dedicated	NO	Interactive Imagination
Mario Tennis	NOW	E	1 - 2	Dedicated	YES	Nintendo
Mary-Kate and Ashley Get a Clue	NOW	E	1	Dual	NO	Acclaim
Mary-Kate and Ashley Pocket Planner	NOW	E	1	Dual	NO	Acclaim
Mary-Kate and Ashley Winner's Circle	NOW	E	1	Dedicated	NO	Acclaim
Mask, The	2001	E	1	Dedicated	NO	DreamCatcher
Mat Hoffman's Pro BMX	NOW	E	1	Dedicated	NO	Activision
Matchbox: Emergency Patrol	2001	E	1	Dedicated	NO	THQ

GAME BOY COLOR (CONT.)

	Availability	ESRB Rating	# Players	Compatibility	Uses Game Link	Publisher
Mega Man Extreme	NOW	E	1	Dual	NO	Capcom
Mega Man Extreme 2	2001	TBA	1	Dual	NO	Capcom
Men In Black: The Series 2	NOW	E	1	Dedicated	NO	Crave
Metal Gear Solid	NOW	E	1 - 2	Dedicated	YES	Konami
Metal Walker	NOW	E	1	Dual	YES	Capcom
Mickey's Speedway USA	NOW	E	1 - 2	Dedicated	YES	Nintendo / Rare
Micro Machines V3	NOW	E	1	Dedicated	NO	THQ
Micro Maniacs	2001	TBA	1	Dedicated	NO	THQ
Microsoft Entertainment Pack	NOW	E	1	Dedicated	NO	Classified
Microsoft Pinball Arcade	NOW	E	1 - 4	Dedicated	NO	Classified
Microsoft Puzzle Collection	NOW	E	1	Dedicated	NO	Classified
Mr. Driller	NOW	E	1	Dedicated	NO	Namco
MTV Sports: Pure Ride	NOW	E	1	Dedicated	NO	THQ
MTV Sports: Skateboarding featuring Andy MacDonald	NOW	E	1	Dedicated	NO	THQ
MTV Sports: TJ Lavin's Ultimate BMX	NOW	E	1	Dedicated	NO	THQ
Mummy Returns, The	NOW	T	1	Dedicated	NO	Universal Interactive
Mummy, The	NOW	E	1	Dedicated	NO	Konami
NASCAR Heat	NOW	E	1	Dedicated	NO	Infogrames
NASCAR Racers	NOW	E	1	Dedicated	NO	Infogrames
NASCAR 2000	NOW	E	1 - 2	Dedicated	YES	THQ
NBA JAM 2001	NOW	E	1 - 2	Dedicated	YES	Acclaim
NFL Blitz 2001	NOW	E	1	Dedicated	NO	Midway
Nicktoons	NOW	E	1	Dedicated	NO	Infogrames
No Fear Downhill Mountain Biking	2001	TBA	1	Dedicated	NO	THQ
NSYNC-O-MANIA (working title)	2001	TBA	1	Dedicated	NO	Infogrames
Pokemon Blue	NOW	E	1 - 2		YES	Nintendo
Pokemon Crystal	July 2001	E	1 - 2	Dedicated	YES	Nintendo
Pokemon Gold	NOW	E	1 - 2	Dual	YES	Nintendo
Pokemon Pinball	NOW	E	1	Dual	NO	Nintendo
Pokemon Puzzle Challenge	NOW	E	1 - 2	Dedicated	YES	Nintendo
Pokemon Red	NOW	E	1 - 2		YES	Nintendo
Pokemon Silver	NOW	E	1 - 2	Dual	YES	Nintendo
Pokemon Trading Card	NOW	E	1 - 2	Dual	YES	Nintendo
Pokemon Yellow Version: Special Pikachu Edition	NOW	E	1 - 2	Dual	YES	Nintendo
Portal Runner	2001	E	1	Dedicated	NO	3DO
Power Rangers Lightspeed Rescue	NOW	E	1	Dedicated	NO	THQ
Power Rangers Time Force	2001	E	1	Dedicated	NO	THQ
Power Spike Pro Beach Volleyball	NOW	E	1 - 2	Dedicated	YES	Infogrames
Powerpuff Girls: Bad Mojo JoJo	NOW	E	1	Dedicated	NO	BAM!
Powerpuff Girls: Battle Him	NOW	E	1 - 2	Dedicated	YES	BAM!
Powerpuff Girls: Paint the Townsville Green	NOW	E	1	Dedicated	NO	BAM!
Puchi Carat	2001	E	1 - 2	Dual	YES	Natsume
Puzzle Master	NOW	E	1	Dual	NO	Metro3D
Puzzled	NOW	E	1	Dedicated	NO	Conspiracy
Q*Bert	NOW	E	1	Dedicated	NO	Infogrames
Razor Freestyle Scooter	Q2 2001	E	2	Dedicated	YES	Crave
Qix Adventure	2001	E	1 - 2	Dedicated	YES	Natsume
Return of the Ninja	2001	E	1	Dedicated	NO	Natsume
Revelations: The Demon Slayer	NOW	E	1 - 2	Dual	YES	Atlus
Road Champs BXS Stunt Biking	NOW	E	1	Dedicated	NO	Activision
Road Rash	NOW	E	1 - 2	Dedicated	YES	Electronic Arts
Robocop	Aug 2001	E	1	Dedicated	NO	Titus
Robopon: Sun	NOW	E	1 - 2	Dual	YES	Atlus
Rocket Power Gettin' Air	NOW	E	1	Dedicated	NO	THQ
Rocky Mountain Trophy Hunter	NOW	E	1	Dedicated	NO	Infogrames
Roswell Conspiracies	NOW	E	1	Dedicated	NO	Ubi Soft
Rox	May 2001	E	1 - 2	Dual	YES	Titus
Rugrats in Paris The Movie	NOW	E	1	Dedicated	NO	THQ
Sabrina The Animated Series: Spooked!	2001	E	1	Dedicated	NO	Simon & Schuster Interactive
Sabrina The Animated Series: Zapped!	NOW	E	1	Dedicated	NO	Simon & Schuster Interactive
San Francisco Rush 2049	NOW	E	1	Dedicated	NO	Midway
Scooby-Doo! Classic Creep Capers	NOW	E	1	Dedicated	NO	THQ
Tweety's High Flying Adventure	NOW	E	1 - 2	Dedicated	YES	Kemco
Sesame Street Sports	June 2001	TBA	1	Dedicated	NO	NewKidCo
Sgt. Rock: On the Frontline	NOW	E	1	Dedicated	NO	BAM!
Shaun Palmer's Pro Snowboarder	2001	E	1	Dedicated	NO	Activision
Shrek Fairy Tale FreakDown	2001	E	1	Dedicated	NO	TDK
Simpsons: Night of the Living Treehouse of Horror	NOW	E	1	Dedicated	NO	THQ
Snoopy Tennis	NOW	E	1 - 2	Dedicated	YES	Infogrames
Spider-Man	NOW	E	1	Dedicated	NO	Activision
Spider-Man 2: The Sinister Six	NOW	E	1	Dedicated	NO	Activision

GAME BOY COLOR (CONT.)

	Availability	ESRB Rating	# Players	Compatibility	Uses Game Link	Publisher
SpongeBob SquarePants: Legend of the Lost Spatula	NOW	E	1	Dedicated	NO	THQ
Star Wars Episode 1: Obi-Wan's Adventures	NOW	E	1	Dedicated	NO	THQ
Street Fighter Alpha	NOW	T	1 - 2	Dedicated	YES	Capcom
Stuart Little	Sep 2001	TBA	1	Dedicated	NO	Activision
Super Mario Bros. Deluxe	NOW	E	1 - 2	Dedicated	YES	Nintendo
Tech Deck Skateboarding	NOW	E	1	Dedicated	NO	Activision
Test Drive 2001	NOW	E	1	Dedicated	NO	Infogrames
Test Drive Le Mans	NOW	E	1	Dedicated	NO	Infogrames
Tetris DX	NOW	E	1 - 2	Dual	YES	Nintendo
The Legend of Zelda: Oracle of Ages	NOW	E	1	Dedicated	YES	Nintendo
The Legend of Zelda: Oracle of Seasons	NOW	E	1	Dedicated	YES	Nintendo
The World is Not Enough	2001	TBA	1	Dedicated	NO	Electronic Arts
Tiny Toon Adventures - Dizzy's Quest	2001	E	1	Dedicated	NO	Conspiracy
Tiny Toons Adventures - Buster Saves the Day	2001	E	1	Dedicated	NO	Conspiracy
Titus the Fox	NOW	E	1 - 2	Dual	YES	Titus
Toki Tori	2001	E	1	Dedicated	NO	Capcom
Tom and Jerry: Mouse Hunt	NOW	E	1	Dedicated	NO	Conspiracy
Tom and Jerry in Mouse Attacks	NOW	E	1	Dedicated	NO	NewKidCo
Tomb Raider: Curse of the Sword	June 2001	TBA	1	Dedicated	NO	Activision
Tomb Raider Starring Lara Croft	NOW	E	1	Dedicated	NO	THQ
Tony Hawk's Pro Skater	NOW	E	1 - 2	Dedicated	YES	Activision
Tony Hawk's Pro Skater 2	NOW	E	1	Dedicated	NO	Activision
Tony Hawk's Pro Skater 3	2001	E	1	Dedicated	NO	Activision
Top Gun	July 2001	E	1	Dedicated	NO	Titus
Trick Boarder	NOW	E	1 - 2	Dedicated	YES	Natsume
Trouballs	2001	E	1	Dedicated	NO	Capcom
Turok 3: Shadow of Oblivion	NOW	E	1	Dedicated	NO	Acclaim
Ultimate Surfing	2001	E	1 - 2	Dedicated	YES	Natsume
Universal Monsters: Dracula	2001	E	1	Dedicated	NO	DreamCatcher
VIP	TBA	E	1	Dedicated	NO	Ubi Soft
Wario Land 3	NOW	E	1	Dedicated	NO	Nintendo
Warriors of Might and Magic	NOW	E	1	Dedicated	NO	3DO
WCW Mayhem	NOW	E	1 - 2	Dedicated	YES	Electronic Arts
WDL: Thunder Tanks	NOW	E	1 - 2	Dedicated	YES	3DO
Wendy's Gravity Goof	2001	TBA	1	Dedicated	NO	TDK
Who Wants to be a Millionaire: 2nd Edition	NOW	E	1 - 2	Dedicated	NO	THQ
Winnie the Pooh: Adventures in The 100-Acre Wood	NOW	E	1	Dedicated	NO	NewKidCo
Woody Woodpecker	2001	E	1 - 2	Dedicated	NO	DreamCatcher
Woody Woodpecker Extreme Racing	NOW	E	1 - 2	Dedicated	YES	Konami
World Wrestling Federation Betrayal	2001	TBA	1	Dedicated	NO	THQ
Xena: Warrior Princess	May 2001	E	1 - 2	Dedicated	YES	Titus
X-Men: Mutant Academy	NOW	E	1 - 2	Dedicated	YES	Activision
X-Men: Mutant Wars	NOW	E	1	Dedicated	NO	Activision
X-Men: Wolverine's Revenge	NOW	E	1	Dedicated	NO	Activision
Xtreme Sports	NOW	E	1	Dedicated	NO	Infogrames
Xtreme Wheels	NOW	E	1	Dedicated	NO	BAM!
Yogi Bear: Great Balloon Blast	NOW	E	1 - 2	Dedicated	YES	BAM!
Zoboof: Leapin' Lemurs!	2001	TBA	1	Dedicated	NO	Encore

"Dedicated" after a game title signifies that the game is compatible only with Game Boy Color and Game Boy Advance. Games titles followed by "Dual" have been maximized for Game Boy Color but are backwards compatible with Game Boy Pocket and the original Game Boy.

*These are just a few of the most recently released games for Game Boy. Altogether there are over 1,000 titles available!

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NINTENDO 64

	Availability	ESRB Rating	# Players	Uses Expansion Pak	Uses Controller Pak	Uses Rumble Pak	Publisher
Aidyn Chronicles: The First Mage	NOW	T	1	YES	YES	NO	THQ
Army Men Air Combat	NOW	T	1 - 4	YES	YES	YES	3DO
Army Men Sarge's Heroes II	NOW	T	1 - 4	NO	YES	YES	3DO
Banjo-Tooie	NOW	E	1 - 4	NO	NO	YES	Nintendo / Rare
Batman Beyond: Return of the Joker	NOW	E	1	NO	NO	NO	Kemco
Big Mountain 2000	NOW	E	1 - 2	NO	NO	YES	Southpeak
Blues Brothers 2000	NOW	E	1 - 2	NO	YES	YES	Titus
Conker's Bad Fur Day	NOW	M	1 - 4	NO	NO	YES	Nintendo / Rare
Cruis'n Exotica	NOW	E	1 - 4	NO	NO	YES	Midway
Daikatana 64	NOW	M	1	NO	NO	NO	Kemco
Dr. Mario 64	NOW	E	1 - 4	NO	NO	NO	Nintendo
Elmo's Letter Adventure	NOW	EC	1	NO	NO	NO	NewKidCo
Elmo's Number Journey	NOW	EC	1	NO	NO	NO	NewKidCo
Excitebike 64	NOW	E	1 - 4	YES	YES	YES	Nintendo

NINTENDO 64 (CONT.)

	Availability	ESRB Rating	# Players	Uses Expansion Pak	Uses Controller Pak	Uses Rumble Pak	Publisher
F-1 World Grand Prix	NOW	E	1 - 2	NO	NO	YES	Nintendo
Fighter Destiny 2	NOW	T	1 - 2	NO	NO	YES	Southpeak
GoldenEye 007	NOW	T	1 - 4	NO	NO	YES	Nintendo / Rare
Hercules: the Legendary Journeys	NOW	T	1	NO	YES	YES	Titus
Hey You, Pikachu!	NOW	E	1	NO	NO	NO	Nintendo
Indiana Jones and the Infernal Machine	NOW	T	1	YES	NO	YES	LucasArts
Kirby 64: The Crystal Shards	NOW	E	1 - 4	NO	NO	YES	Nintendo
Knockout Kings 2000	NOW	T	1 - 2	NO	YES	YES	Electronic Arts
Kobe Bryant in NBA Courtside	NOW	E	1 - 4	NO	YES	YES	Nintendo
Madden NFL 2001	NOW	T	1 - 4	YES	YES	YES	Electronic Arts
Madden NFL 2002	2001	TBA	1 - 4	YES	YES	YES	Electronic Arts
Major League Baseball Featuring Ken Griffey Jr.	NOW	E	1 - 2	NO	YES	YES	Nintendo
Mario Kart 64	NOW	E	1 - 4	NO	YES	NO	Nintendo
Mario Party 3	NOW	E	1 - 4	NO	NO	YES	Nintendo
Mario Tennis	NOW	E	1 - 4	NO	NO	YES	Nintendo
Mega Man 64	NOW	E	1	NO	NO	NO	Capcom
Mia Hamm Soccer 64	NOW	E	1 - 4	NO	YES	YES	Southpeak
Mickey's Speedway USA	NOW	E	1 - 4	NO	NO	YES	Nintendo / Rare
Midway's Greatest Arcade Hits	NOW	E	1 - 2	NO	YES	NO	Midway
Ms. Pac-Man Maze Madness	NOW	E	1 - 4	NO	YES	YES	Namco Hometek
Namco Museum 64	NOW	E	1 - 2	YES	YES	NO	Namco Hometek
NFL Blitz 2001	NOW	E	1 - 4	NO	YES	YES	Midway
NFL Quarterback Club 2001	NOW	E	1 - 4	YES	YES	YES	Acclaim
Paper Mario	NOW	E	1	NO	NO	YES	Nintendo
Perfect Dark	NOW	M	1 - 4	YES	YES	YES	Nintendo / Rare
Pokémon Puzzle League	NOW	E	1 - 2	NO	NO	NO	Nintendo
Pokémon Snap	NOW	E	1	NO	NO	NO	Nintendo
Pokémon Stadium	NOW	E	1 - 4	NO	NO	NO	Nintendo
Pokémon Stadium 2	NOW	E	1 - 4	NO	NO	NO	Nintendo
Power Rangers Lightspeed Rescue	NOW	E	1 - 2	NO	YES	NO	THQ
Rally Challenge 2000	NOW	E	1 - 4	YES	YES	YES	Southpeak
Ready to Rumble Boxing: Round 2	NOW	T	1 - 2	NO	YES	YES	Midway
Rugrats in Paris the Movie	NOW	E	1 - 4	NO	YES	NO	THQ
San Francisco Rush 2049	NOW	E	1 - 4	YES	YES	YES	Midway
Scooby-Doo: Classic Creep Capers	NOW	E	1	NO	YES	NO	THQ
Spider-Man	NOW	E	1	YES	YES	YES	Activision
Star Wars: Battle for Naboo	NOW	T	1	YES	NO	YES	LucasArts
Super Mario 64	NOW	E	1	NO	NO	NO	Nintendo
Super Smash Bros.	NOW	E	1 - 4	NO	NO	YES	Nintendo
The Legend of Zelda: Majora's Mask	NOW	E	1	YES	YES	YES	Nintendo
The Legend of Zelda: The Ocarina of Time	NOW	E	1	NO	NO	YES	Nintendo
The Powerpuff Girls	2001	TBA	TBA	TBA	TBA	TBA	BAM!
The World Is Not Enough	NOW	T	1 - 4	YES	YES	YES	Electronic Arts
Tigger's Honey Hunt	NOW	E	1 - 4	NO	NO	NO	NewKidCo
Tom and Jerry in Fists of Furry	NOW	E	1 - 2	NO	NO	YES	NewKidCo
Tony Hawk's Pro Skater	NOW	E	1 - 2	YES	YES	YES	Activision
Tony Hawk's Pro Skater 2	2001	E	1 - 2	YES	YES	YES	Activision
Transformers Beast Wars: Transmetals	NOW	E	1 - 2	NO	NO	NO	BAM!
Turok 3: Shadow of Oblivion	NOW	M	1 - 4	YES	YES	YES	Acclaim
WCW Backstage Assault	NOW	T	1 - 2	NO	YES	YES	Electronic Arts
WCW Mayhem	NOW	T	1 - 4	NO	YES	YES	Electronic Arts
World League Soccer	2001	E	1 - 4	NO	YES	YES	Southpeak
World Wrestling Federation No Mercy	NOW	T	1 - 4	NO	YES	YES	THQ

*These are just a few of the most recently released games for Nintendo 64. Altogether there are over 250 titles available!

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